BRITAIN'S LONGEST-RUNNING COMMODORE 64 MAGAZINE

YC

C64 C128

SEPTEMBER 1991

STILL ONLY £1.95

With FREE COVER TAPE

CODEMASTERS

MEET THE KINGS OF THE BUDGET CASTLE



INSIDE!!

8-PAGE PULL-OUT T2 SPESH: FEATURES, POSTER & *EXCLUSIVE* GAME REVIEW!!

GAMES REVIEWED:

☆ SPEEDBALL II ☆

☆ BALL GAME ☆

☆ TEST DRIVE COLLECTION ☆

☆ 3D CONSTRUCTION KIT ☆

AND MORE

Once upon a time
In a land not far away,
There lived a little pixie king
Called "Nibbly Nobbly Nay".

He skipped into the newsies,
With crown and flowing cape,
To buy his fave YC,
But it hadn't got its tape.

Furious the king was
That he couldn't have his fun,
So the newsie lost his head,
Which proves "Never leave gnome without one".

Funky Fruitbat '91

HI! I'm the YC Bar Code!

an alphavite PUBLICATION

9 770961 585007 09

INSIDE: VIRTUAL REALITY – NEW 'EXPERIENCES' REVEALED!!

fun school 3




Count up to nine to help teddy get the honey

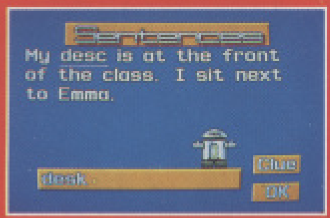

Pair the large letters at the alphabet fair




Tell the time and watch the clock come alive!


Guide the frog from log to log to solve the sums





Correct spelling, grammar and punctuation mistakes


Follow the directions to find the buried treasure

Under 5s

5 to 7s

Over 7s

Learning is now even more fun!

Fun School 3 is everything you – and your children – ever wanted from educational software: **SIX** challenging programs in each pack which fulfil the exacting requirements of the National Curriculum. Plus: Stunning graphics; exciting sounds; carefully structured levels so your children can have fun and learn at their own pace. And all are designed by the winning team which created **Fun School 2**, the biggest-selling educational package ever!

On sale at top dealers nationwide. Selected formats available at larger branches of WH Smith and Boots.



• Atari ST • Amiga • PC • Amstrad PCW
£24.99
• Spectrum • C64 • Amstrad CPC
£12.99 (tape) £16.99 (disc)

DATABASE EDUCATIONAL SOFTWARE

Format	Under 5s		5 to 7s		Over 7s	
	Tape	Disc	Tape	Disc	Tape	Disc
Atari ST		9490		9491		9492
Amiga		9921		9922		9923
PC 5.25"		5891		5892		5893
PC 3.5"		5894		5895		5896
Amstrad PCW		5211		5212		5213
Spectrum	9084	9085	9086	9087	9088	9089
Commodore 64	9076	9077	9078	9079	9080	9081
Amstrad CPC	6189	6190	6191	6192	6193	6194

Send to: *Database Direct, FREEPOST, Ellesmere Port, South Wirral L65 3EB. Order hotline:* 051-357 2961

Please supply Fun School 3 for the code number(s) circled

☐ Cheque payable to Database Software

☐ Please debit my Access/Visa card no.

Expiry date:

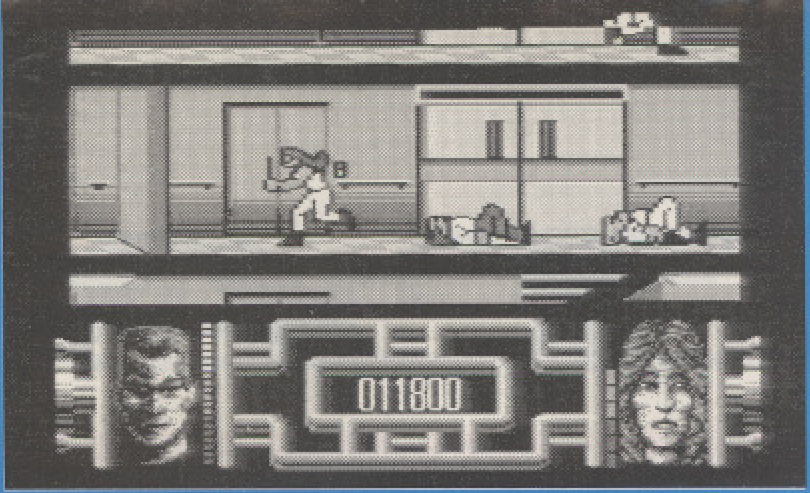
Signed ____________

Add £2 per program for Europe & Eire (£5 Overseas).

Name ____________

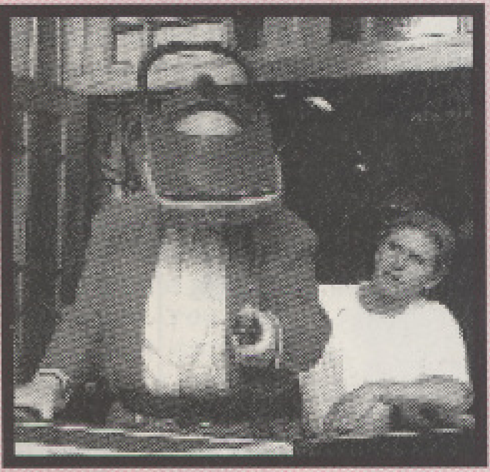
Address ____________

Postcode ____________



✪ **BIG THRILLS SPESH (p31) - Terminator 2 gets the full once-over from all angles (oo-er) from a dedicated team of YC hacks who were horribly forced to see the film weeks before everyone else. Isn't life tough! PLUS! An EXCLUSIVE review of the game!**

✪ **VIRTUALITY (p12) – Remember V-TOL and Battlesphere? No? You've got a short memory! But we'll refresh it and improve it with a whole new feature about the next generation of Virtual Reality arcade games.**

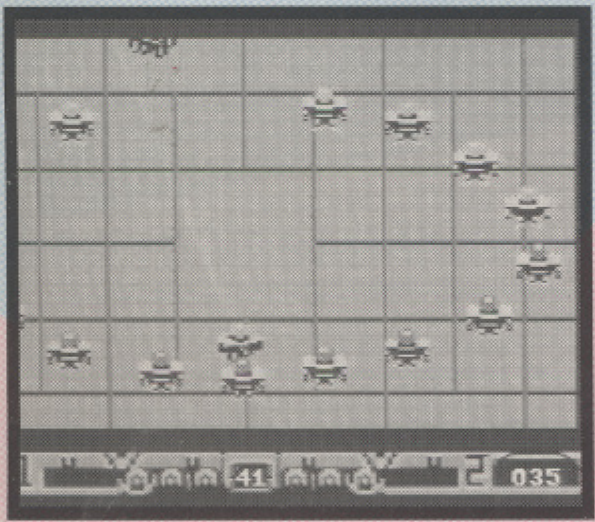




✪ **CODE MASTERS PROFILE (p20) - Top budget gamesters the Codies get a swooping visit and grilling about their origins, their new games and the strangest thing they ever did...**

✪ **NEW BANDS SPESH (p64) - YC, if you remember, were the first to tip you off about EMF. Here's the low-down on a whole new batch of bands coming to a record shop near you NOW and Top of the Pops soon?**





✪ **SPEEDBALL II (p28) - The Bitmap Brothers' excellent future-sport violence-arama viewed with the YC eye in full colour!**

CONTENTS

YC AUGUST 1991

featuroonies

reviews

regulars

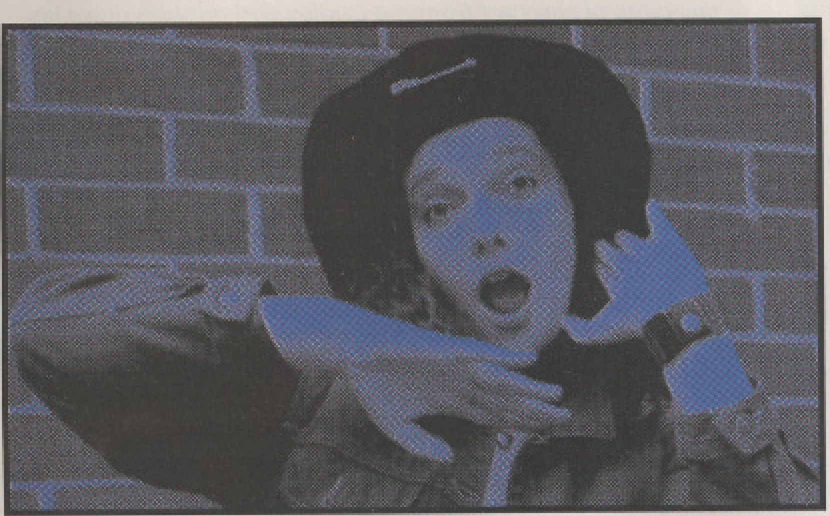
supplement

on the tape

posters

DATA

THINGS THAT



PEOPLE DO THE SPACKIEST THINGS!

Codemasters certainly know which way their business is going or are they just getting a bit dizzy!



DAYS OF THUNDER-JAWS

Just when you thought it was safe to go back to the computer store, Domark has decided to delay its Tengen licence, Thunderjaws, for late September.

The game is a weird cross between sharks and meteorological weather maps (no it isn't, it's another flippin' shoot-em-up, isn't it? - Readers!), er... between sharks and pervies in scuba gear. And you'll just have to wait abit longer! Hah!

GOING FOR GOLD

After three years in US Gold's garage, Outrun Europa has finally made it onto the road and I thought the AA were quite efficient nowadays! What a ride it promises to be though.

It's a seven stage race across Europe in a Porsche 911 (red, of course) or a Ferrari F40, avoiding foreign police and European terrorists, in an attempt to retrieve secret files. Sounds like a hoot doesn't it – apart from the water problem (no, not wanting to go to the loo abroad but crossing things like channels - well those wonderful Brummies have invented a Turbo charged Power Boat, so no worries.

Watch out for the full game in September but don't blink or you'll miss it speed past.

YC DIARY DATES



All-Formats Computer Fairs
(or 'bring an anorak parties')

Admission £4.00 10 a.m. start 4.p.m. finish 6.p.m.

Sunday 1st September
University of Leeds Sports Centre, Calvery Street LEEDS

Saturday 7th September
Royal Horticultural Hall, Greycoat Street, Westminster, LONDON (Victoria Tube)

Saturday 14th September
National Motorcycle Museum, Solihull, J6 M42 Birmingham International Station

Sunday 22nd September
The Brunel Centre, Bristol Old Station, BRISTOL (next to Bristol Temple Meads Station)

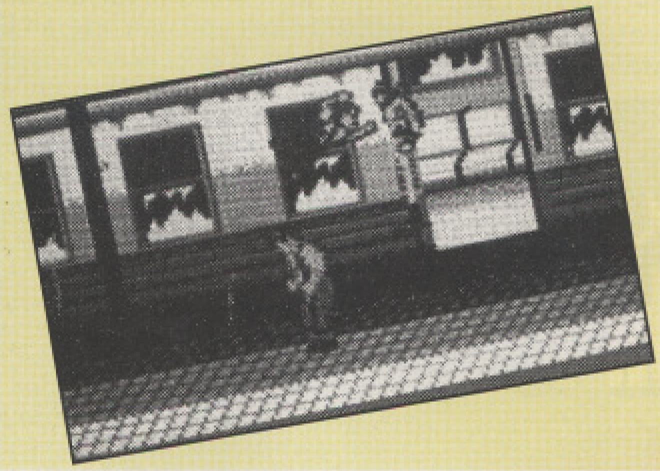
The Computer Shopper Show
Adults £6. Children (under 16) £4.00. Family ticket (2 adults, 2 children) £18

December 5-8 1991
Wembley Exhibition Halls
Thurs-Sat, 10 a.m.-6pm
Wembley Conference Centre
Sun, 10am-5pm
Wembley, LONDON

WITH BEVY BABES

MAKE YOU GO HMMMMMM!

I GET A KICK OUT OF YOU



Time to get your shoes and socks off and your fists oot for the lads as we peek at US Gold's Final Fight.

Unless you've been on the Planet Zod for the last five years, you'll know that Final Fight is the sequel to none other that Street Fighter, that kick-'em-up where you come face-to-face (or foot-to-foot rather) With some of the meanest punks on the streets. The sequel is not that different. You play Haggar (ex-Streetfighter not cartoon viking), now Mayor of the city, whose delectable daughter Jessica goes and gets herself kidnapped by the brutal Mad Gear Gang - obviously a set-up by Capcom to make the sequel methinks!

Anyway it looks to be a good old fists, feet and knives spectacular if you like that kind of thing with colourful and huge sprites. You can bet thought that it won't be The Final Fight - even the Last Ninja survived 3 fights.



GOING DOWN A STORM

US Gold's delayed Alien Storm coin-op conversion is now imminent, coo! The game promises to have three large arcade sections, all of which are based around other genres.

Firstly, there's a Golden Axe-style stroll 'n' scroll-em-up, where you (and a mate, if you can find one) walk along a horizontally scrolling landscape wasting any blob that comes from outer space (Milton Keynes?) - they could be shaped like anything too; chairs, tables, Dan Quayle and other planks of wood.

Then there's an Operation Wolf section where you, guess what? Blow away some more alien squids! And, finally, a shoot-'em-up, forced-scroll section as you run at break-neck pace towards the end-of-level meanie.

Er, and that's it really!

INFO FREAKO

The names behind the games!

Infogrammes Ltd
18A Old Town
Clapham
London
SW4 0LB
Tel: 071-738-8199

Palace Software
The Old Forge
7 Caledonian Road
London N1 9DX
Tel: 071-278-0751

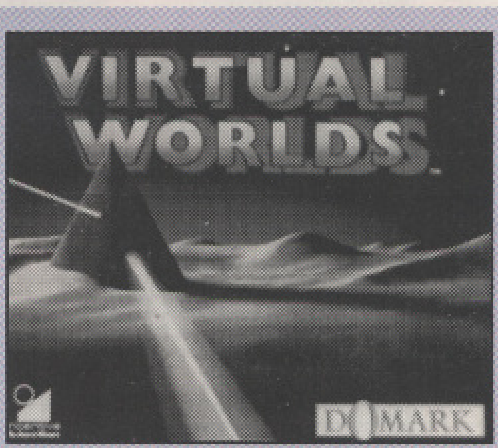
MIndscape International
The Coach House
Hooklands Est
Scaynes Hill
West Sussex
RH17 7NG
Tel: 0444 831761

Rainbow Arts
Sketty Close
Brackmills Business Park
Northampton
NN4 0PL
Tel: 021-702-2323

YC'S TOP TEN 'FOOTIE' GAMES

1. Liverpools of Radiance - U S Gold
2. BatMan United - Ocean
3. North & Southampton - Infogrames
4. Crazy Carsenal - Titus
5. P.P. West Hammer - Demonware
6. Man SimCity - Infogrames
7. Operation Wolves - Ocean
8. Beyond the Ice Crystal Palace - Elite
9. Newcastle Zealand Story - Ocean
10. Leeds of Chaos - Blade

WORLDS APART



If you're into 3-D isometrics, then you'll love Domark's latest compilation of Incentive best games (their only games actually). The big box contains, Castle Master, Driller, Total Eclipse and The Crypt (never previously released) - all for the stonky price of £14.99 cassette and £19.99 disk. If you can't afford it, then you'll have many days and nights ahead of you on your Construction Kit!

HOT GOSSIP

Short stories which are hotter than a Vindaloo and juicier than your average Jaffa!

OH MY GOD

Whilst sitting in Pizzaland the other day, this rather swish Italian bloke wearing dark glasses informed me of some rather bad news. Apparently US Gold's latest film licence The Godfather was rather too big to fit onto the humble C64. Those who want to protest should contact the Birmingham Mafia.



ENTER THE DRAGON

Work is now heavily in progress at Storm on Double Dragon III and with their super track record you know it's going to be a punch-'em-up to knock you out! They'll also be pleased to know that a Double Dragon comic is in the pipeline.

OCEAN JUST WANT TO HAVE FUN

'Addicted to Fun' is the name of Ocean's new label. First out is a cutesy-wutesy compilation entitled The Rainbow Collection which includes New Zealand Story, Bubble Bobble and Rainbow Islands - hmmm, pass the sick bucket!

HUGE BULGES

If you're lucky enough to have Sky (at least one of our readers must) or if big, bulgy American men in lycra leotards are your thang, then you'll be pleased to know that Ocean have signed the rights to WWF, standing for World Wrestling Foundation not World's Wettest Farts. Watch out for all your fave heros such as Randy "Macho King" Savage and Hulk Hogan on your own computer screens later this year.

WE DON'T NEED ANOTHER HERO?

Bored with Heroquest already? Don't despair! Now you can add an Expansion Pack and just Wash & Go! The expansion pack, which adds numerous extra quests will cost £5.99 cassette and £7.99 disk. Think yourself lucky owning the computer version - Board game owners will have already taken over the living room, kitchen and extension!

OCEAN IN THE FAMILY WAY

Remember the Addams Family? Well, Ocean have signed them up to star in a computer game. Why wait all this time you ask? Well, it's about to be made into a film you see, staring Anjelica Houston (Grifters and The Witches) as Morticia, Raul Julia (Presumed Innocent) as Gomez and Christopher Lloyd (Back to The Future) as Lurch - now do you see the Ocean link?!

MULTI-COLOURED SWAP SHOP

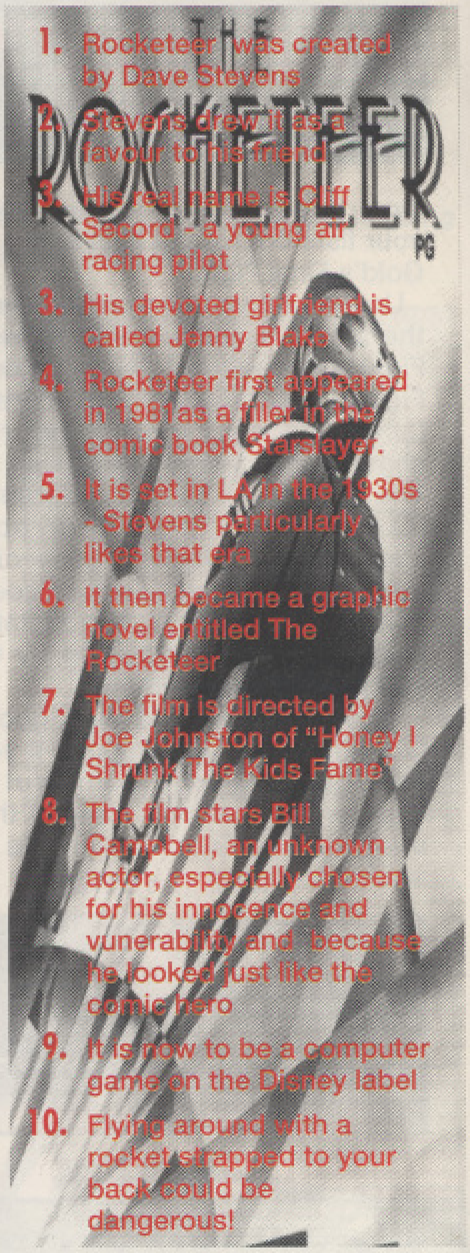
Swap is a new puzzle game being developed by Palace, which is contending to be as addictive as Twirl bars. It involves swapping different coloured tiles around a screen so they match and then disappear. Arrgh, I've just come out of the Tetris Re-hab centre.

SPACED OUT

Space Gun is Ocean's new Taito licence and can best be described as Operation Wolf in Space. Unfortunately your space ship sort of stops in the middle of space and gets infested by Aliens (sounds rather familiar doesn't it) and you've got to zapp them with your phaser and plasma blasters. Don't you just hate it when that happens on your way down to the village shops!

10 AMAZING ROCKETEER FACTS





1. Rocketeer was created by Dave Stevens
2. Stevens drew it as a favour to his friend
3. His real name is Cliff Secord - a young air racing pilot
3. His devoted girlfriend is called Jenny Blake
4. Rocketeer first appeared in 1981as a filler in the comic book Starslayer.
5. It is set in LA in the 1930s - Stevens particularly likes that era
6. It then became a graphic novel entitled The Rocketeer
7. The film is directed by Joe Johnston of "Honey I Shrunk The Kids Fame"
8. The film stars Bill Campbell, an unknown actor, especially chosen for his innocence and vunerability and because he looked just like the comic hero
9. It is now to be a computer game on the Disney label
10. Flying around with a rocket strapped to your back could be dangerous!

SEPTEMBER 1991
(On sale August 23)

YC
Alphavite Publications Ltd
20 Potters Lane, Kiln Farm
Milton Keynes MK11 3HF
Tel: (0908) 569819
(Readers' enquiries on Tuesdays)
Fax: (0908) 260229

Editor
Jeffrey Davy

Staff Writers
Jason Miller
Richard Taylor

Little Pixie Helper
Rik Henderson

News Editor
Beverly Gardner

Designer
Helen Saunders

Publisher
Hasnain Walji

Advertising Manager
Cass Gilroy

Contributions
Post Apocalypse,
Dave Hughes,
Oozin' Eugene,
Alan Lathwell,
Paul Rigby,
Gordon the Gnome

YC is a monthly magazine appearing on the fourth Friday of each month. No part of this magazine may be reproduced, stored in a retrieval system, used as a script in a low budget Channel 4 comedy programme or transmitted by any form or by any means, electronic, mechanical, photocopying, recording or otherwise, without the prior permission of the publisher.

Subscription Rates are £23.40 UK (inc. VAT post free), £31 Europe, £31.30 Middle East, £34.20 Far East, £31.80 (or $56.00 USA) Rest of the World. Airmail Rates on request from YC Subscriptions Department, **Select Subscriptions Ltd., 5 River Park Estate, Berkhamsted, Herts HP4 1HL.**

USA Subscription Agent: Wise Owl Worldwide Publications, 4314 West 238th Street, Torrance CA 90505, USA.

Cover and poster origination by Replica Repro, Northampton.

Distributed by Seymour International Press Distributors Ltd., Windsor House, 1270 London Road, Norbury, London SW16 4DH. Telephone (081) 679 1899.

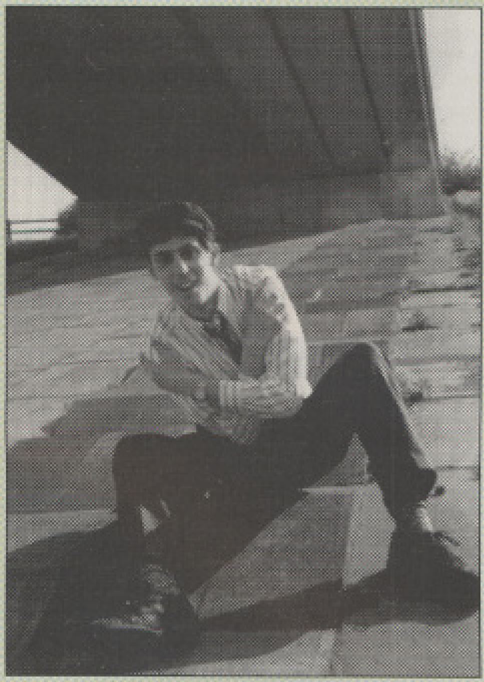
ISSN 0269-8277

THE DREAM TEAM

Who are these people? Where do they come from?

We like to actively stimulate the YC editorial staff's imagination, so we asked them what their favourite vegetable matter was and to do and impression of it, as best they could with out resorting to physical violence.





Jeff "Navigator" Davy

"I like mangos" chirped the excited editor. "They're really juicy and they taste *so* nice. I think a close second place has to be the common or garden potato. They are just so versatile! You can mash them, bake them, fry them or even distil them and make a rather powerful alcoholic beverage".

"As for my impression, I'll go for the mango. Here it is....."

(Curls up in a rather odd shape and lies motionless for two minutes)

"Hey wow, I really know how it feels to be a mango!"

Thanks Jeff, 6 out of ten.

Jason "Medallion Man" Miller

Jason, being the patriot he is, opted for the Seville orange.

"Call me old fashioned", he says, "but the plain old orange is still my fave rave when it comes to munching fruit."

"Listen," he shouted defensively, "you can do all sorts of things with them. You can squeeze them, cut them into rings and put them on the side of your drinks, and ... and....."

His rather modest impersonation consisted of sitting on the floor and painting his face. As if desperate to prove a point, he even placed a piece of green paper on his head.

This lasted for about a minute, before he told us to stuff our fruit where the sun don't shine and stormed out shouting about how oranges will always exist.

Boo! 2 out of ten!

Richard "Er, I'll do it" Taylor



"Oh, bananas definitely!", exclaimed Richard. "They're like, really good for you and can help reduce your cholestorol level if taken in excess. Really high in fibre and sodium you could practically live on them. In fact, certain tribes in rainforests in South America have been known to exist purely on bananas and avacados (a close second, by the way) and rarely experience health problems. So there you go!"

Er, thanks Richard.

His over-the-top impression consisted of lying on the floor, covered in a blanket which he proceeded to peel off.

"Oh no!" he screamed, "Oh my God no! Please don't peel me! AARRRGGGH! In the name of things holy please don't eat me!!!"

This rather disturbing display lasted for about two minutes and emptied the offices completely.

Booo! 0 out of ten!

Rik "Monster Munch" Henderson



YC's group editor looked a little taken aback when asked this question.

"Do pickled onion hula hoops count?" he enquired. "What about choc trios? I know! Coca Cola contains vegetable extracts. It says so on the tin. So therefore my favourite vegetable is coca cola!" Er, OK Rik. Do you think you could impersonate one.

He looked a littled confused at this concept.

"How about if I stand here and make fizzing noises for a few minutes? I could paint white and red stripes down my side if that would help....."

Oh dear, wrong end of the stick completely Rik.

0 out of ten.

NOW IS THE TIME
TO CATCH UP ON
ISSUES YOU HAVE MISSED



OCTOBER 1990 £2.50
FREE TAPE – TIME MACHINE DEMO, DOMINOES, LIBERTE



NOVEMBER 1990 £2.50
FREE TAPE – ORISTAL, CRIBBAGE MASTER, SCORPION



DECEMBER 1990 £2.50
FREE TAPE - KNIGHTMARE, MOBSTER, LIMBO II + + +



JANUARY 1991 £2.50
FREE TAPE & FREE BOARD GAME - GREAT VALUE FROSTY THE SNOWMAN



FEBRUARY 1991 £2.50
FREE TAPE - TURRICAN II DEMO, QUAD, BAZAIR , RUNAWAY



MARCH 1991 £2.50
FREE TAPE – SWIV DEMO, CRANMORE DIAMOND + + +

Back numbers include 55p postage and packing and are available from YC back numbers, **Select Ltd., 5 River Park Estate, Berkhamsted, Herts, HP4 1HL**. Cheques should be made payable to **ALPHAVITE PUBLICATIONS LTD**.

MAKE SURE YOU HAVE ALL THE GREAT YC GAMES

Other issues are available but not shown.



Are you ready to take on Kiki and her friends in this unique game of strategy and skill?

Match up the 2 patterns of stones on the screen - special combinations give bonuses and secret levels. Succeed within the time limit and gorgeous girls will lead you to the next tantalising level.

If Kiki isn't temptation enough, then 400 levels of stunning graphics, sound and speech, and gameplay so addictive that you will have to be dragged screaming from the screen, surely is.

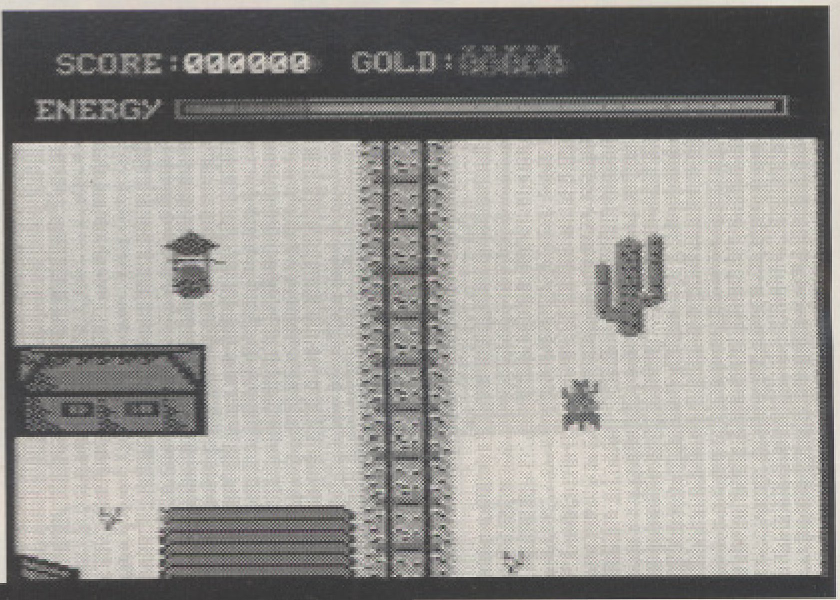
Available on Amiga (24-99), Atari ST (24-99), PC (24-99), and C64 (10-99 cass., 14-99) disk).

To order this product or for further information please contact
Digital Marketing International Limited
Unit 3, Poyle 14, Newlands Drive, Colnbrook, Berkshire SL3 0DX
Telephone: 0753 686000 Fax: 0753 680343

CASSETTE

ON THE TAPE

What do you get if you shove a mouse and some cheese into a liquidizer? Mouseronie cheese! Err, very poo-er indeedy. Why do you bother?

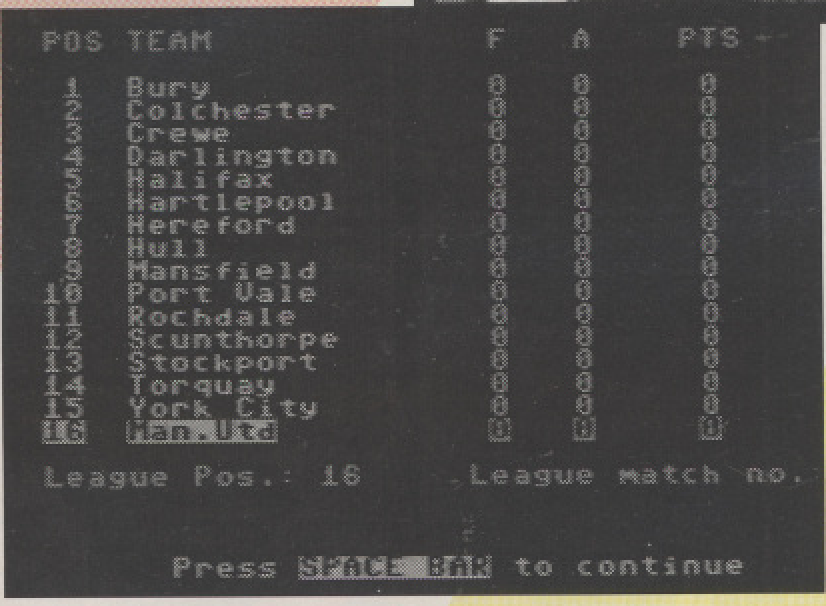


THE CONTENTS

Side A: *Football Manager* – remember this?

Side B: *Gold Train* – a totally original arcade game *Tank Battlezone* – er, an arcade game

There are plenty of options, all obviously named in the game. They are easy to access so the play is very straightforward. I think the best advice I can give on this is to just load it and try playing!



FOOTBALL MANAGER

Programmer: Kevin Toms!
Type: Strategy game
Controls: Keyboard

If you don't remember this game or have never played it before, then here a few brief instructions.

The idea is to take your football team from the bottom of division four to the top of division one, winning the FA cup as many times as possible on the way. Sounds easy!

You can buy and sell players, you have a limited budget so don't over spend and remember you have to pay them as well.

GOLDTRAIN

Programmers: David Shepherd and Dominic Taylor with just a tweeny bit of help from Richard Taylor.
Type: Arcade game
Controls: Joystick only

The year is er, 1840ish I suppose, and the Californian gold rush is at it's peak.

Tremendous amounts of gold are being transported across America to major cities and ports.

With all this gold moving around, theres bound to be a few banditos waiting to pounce and strike it rich by robbing one of the Gold Trains. That's what the US government thinks, which is why they have grouped together a team of worthy, lawful cavalry types to escort them.

This is where you come in. You must protect the train from bandits, Indians and anything else that threatens the train in some way. If you successfully reach your destination town (Chicago) then you could become very rich indeed...

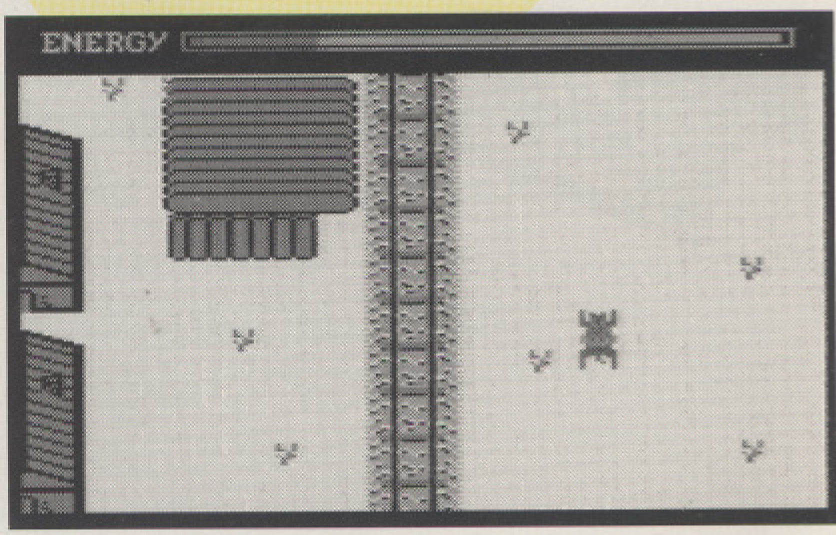
HOW TO PLAY

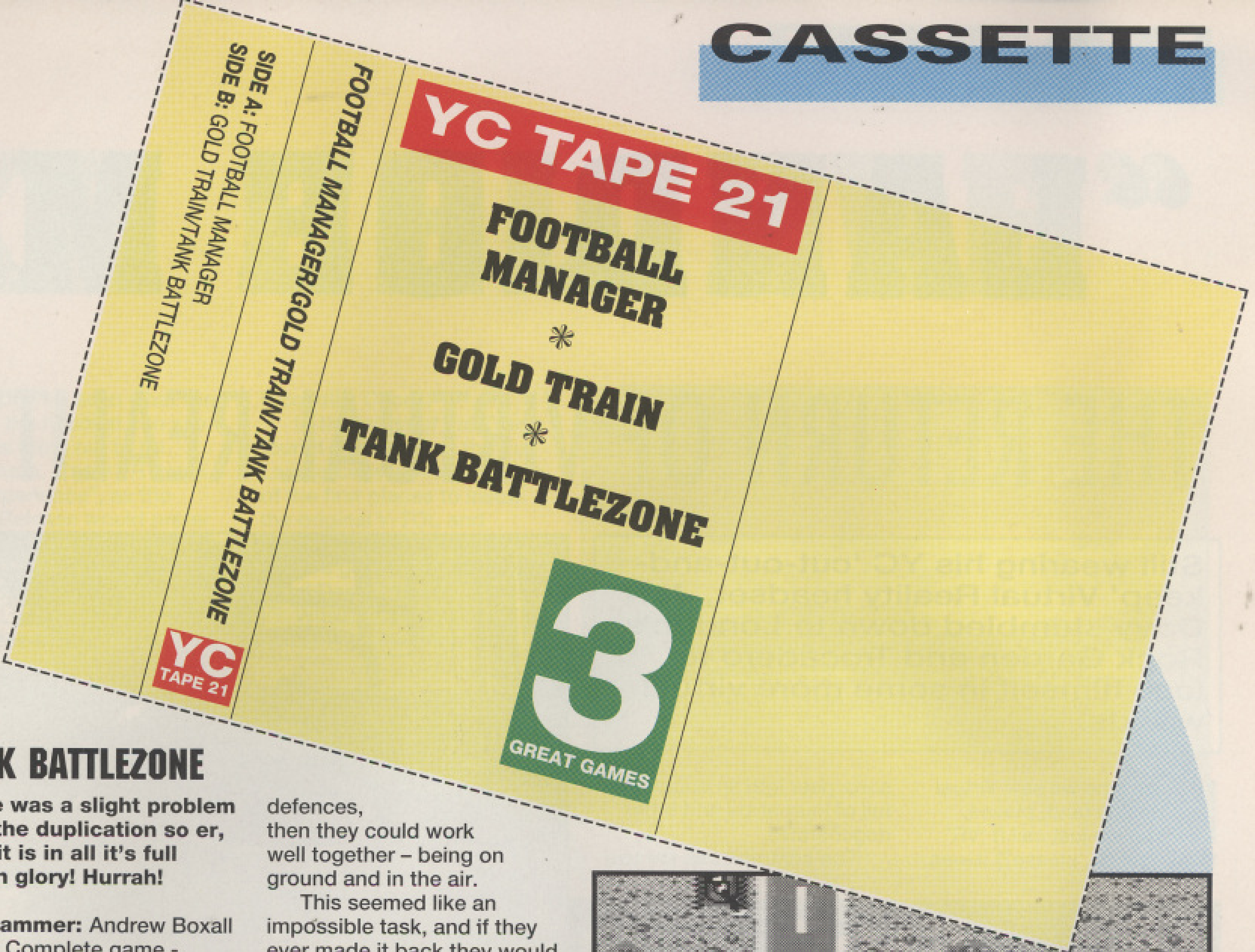
You control the horseman with the joystick. Controls are; (with no fire) move in normal directions, fire and back to jump, fire and forward diagonals to shoot and fire and left or right to jump left or right.

Forward and back with no fire will accelerate and slow the horse.

Best idea is to build up full speed, and run ahead of the train.

If you reach a station (for energy re-charge and pick up extra gold) before the train, don't worry. It will pull up in it's own time. It's never really that far behind you.





TANK BATTLEZONE

There was a slight problem with the duplication so er, here it is in all it's full hitech glory! Hurrah!

Programmer: Andrew Boxall
Type: Complete game - arcade action
Controls: Joystick in port 1 and port 2 for two player game.

It was decided, one day during World War II, that a special crack squad should be sent behind enemy lines to try and take out a rather large munitions factory. A squad was scrambled which consisted of a tank and helicopter, it was named the "battlezone" squad.

They had to travel across a large, heavily-defended land, but it was hoped (due to the smallness of the squadron), that they could pass un-noticed.

If they had to destroy defences, then they could work well together – being on ground and in the air.

This seemed like an impossible task, and if they ever made it back they would be hailed as heroes.

It is a dangerous mission and once again, it's up to you.

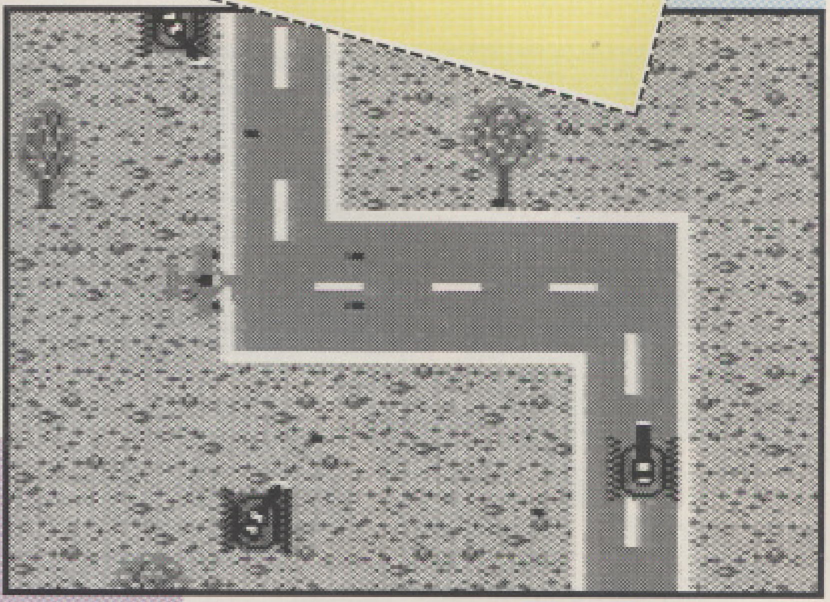
HOW TO PLAY

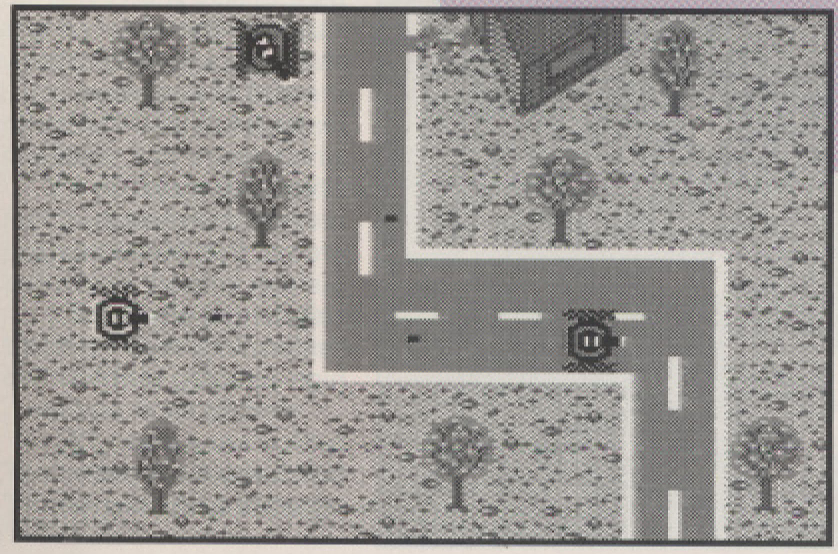
Two players can play simultaneously, one controlling the tank and the other the helicopter. A joystick in each port is needed, although one player can play with joystick in either port.

The idea is simple, shoot all the defences and try to make as much progress as possible.

The tank can only drive on the roads, but the helicopter can fly anywhere. The screen scrolls up only, so be careful in the tank that you don't run out of road if turning a double left or right corner.

The action can get pretty hot. Keep cool and work together!





TAPE RETURNS

If you've got a problem with this issue's YC tape, send it to:

YC Tape 21 Returns,
Stanley Precision Data Systems,
Unit F, Cavendish Courtyard,
Sallow Road,
Weldon North Industrial Estate,
Corby, Northants, NN17 1JX.

(But make sure you've checked your Datacorder with some other games and tried adjusting your tape heads before you send any 'dodgy' tapes back. Thank you.)

"LAND OF MA

THE RETURN OF VIRTUAL REALITY

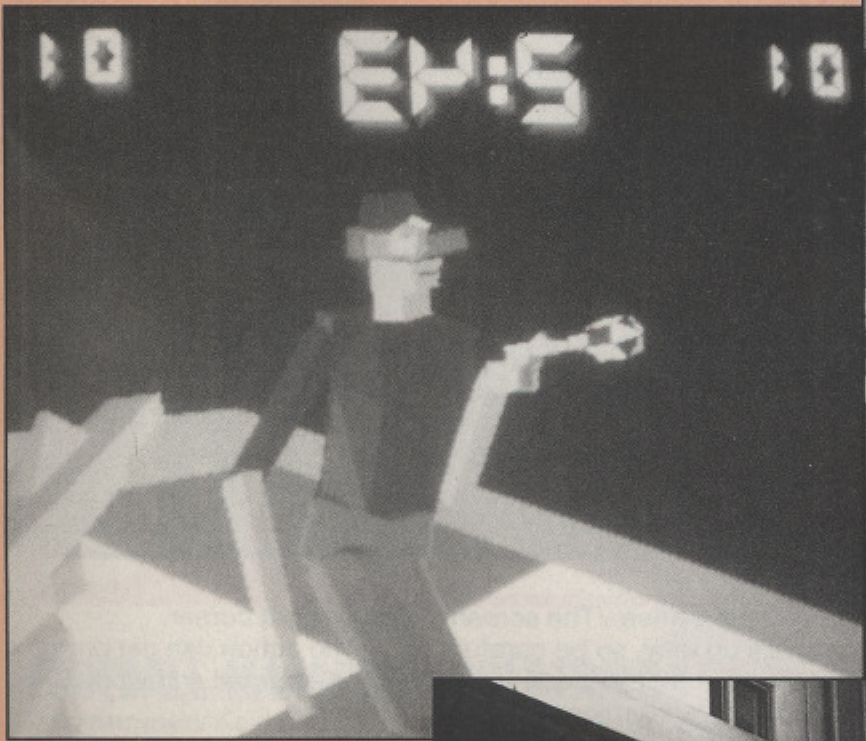
Still wearing his YC 'cut-out-and-keep' Virtual Reality headset, Jeff Davy stumbled down to London's Rock Garden and Trocadero to lose himself in some more virtual worlds.

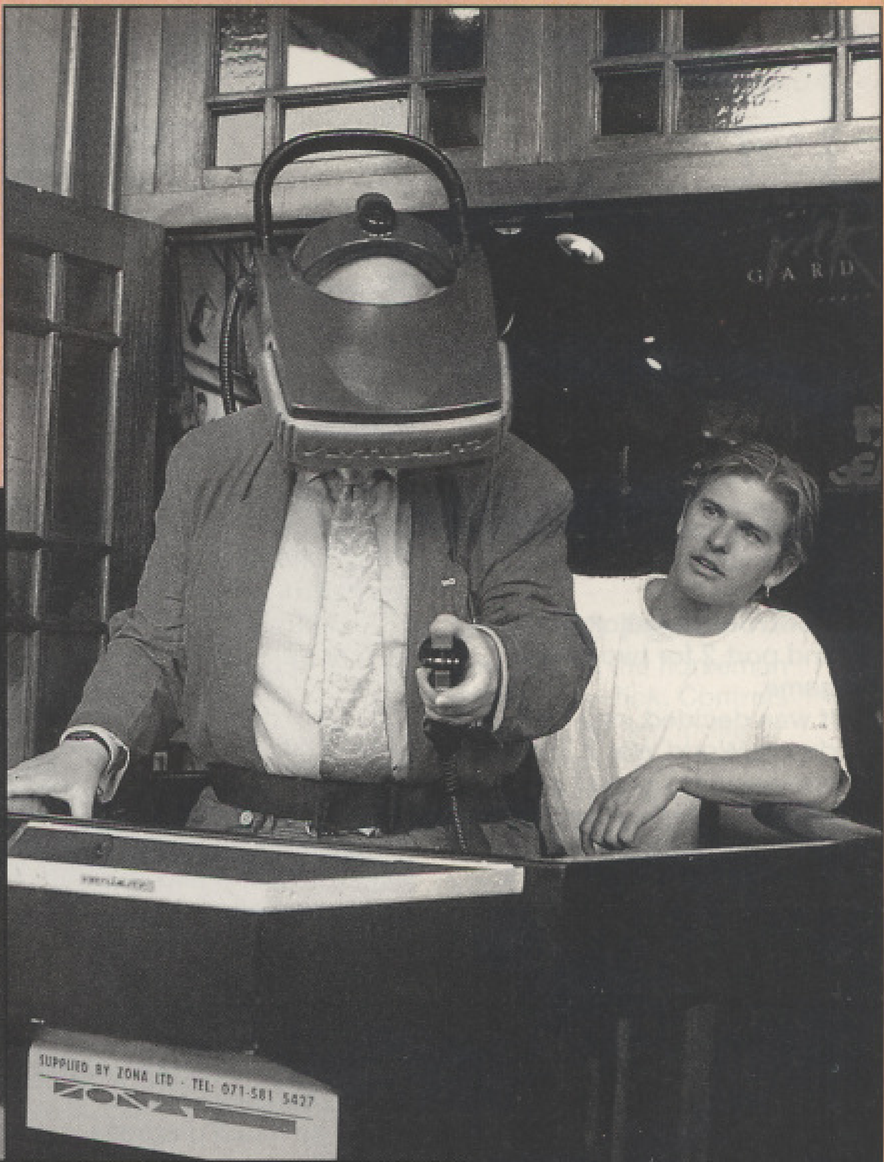
Last time we saw Virtual Reality (and, please, can we just call it 'VR' from now on, please?) it was in the massive surroundings of Wembley Conference Centre – which was full of Press people, the rest of the world, and their dog. W Industries were showing off their sit-down VR arcade machines which offered V-TOL, a harrier sim, and Battlesphere, a space action game.

It's all a bit more intimate this time - outside the Rock Garden, a restaurant and famous gig venue in London's Covent Garden. Tourists and other curious sorts peer into an enclosure full of journalists and other degenerates.

The centrepieces are two podiums. Both have a person on them, a person with a VR headset. Each is clutching a joystick, on the end of a shower-pipe-style metal cable which leads to a small waist-pack, and is moving their head around in a very strange fashion indeed, as if watching a troupe of performing, slow-motion, high-jumping rabbits.

Next to each podium (which are a good 12 feet away from each other) is a monitor, on







AKE BELIEVE"

which can be seen what the bod in the headset can see.

This turns out to be Nightmare, a new VR game (or "experience", as the Press Release would prefer me to call it) which involves neither planes nor spaceships but walking around and shooting things.

But there are no ordinary things to shoot. Nightmare has - apart from swooping, green, fire-breathing pterodactyls who'll tear you to shreds if you let them get to close - the best kind of opponent of all. A real, live, human opponent. Those two podiums are linked and it's duel-to-the death time.

Nightmare takes place in a 3D (natch!) battle arena, made up of blocks, steps, platforms, lifts and columns, and which appears to be suspended in the middle of space - you can see the stars. As you move your head, so the view follows. If you press the top button on the joystick, you 'walk' forward. The other button fires your grenade/rocket pistol.

The two players arrive in the arena simultaneously, and have two minutes (that's what you pay for; time not lives) to find and kill each other as many times as possible.

It's pretty good too. The fact that there's a human opponent makes it even better.

It'll open to the public at the Rock Garden from now on, too.

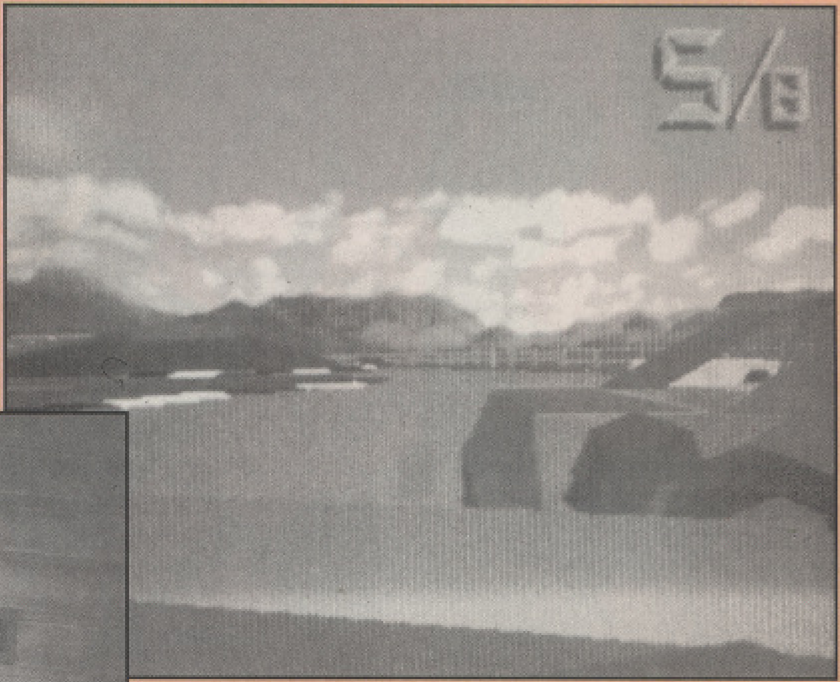
The action moves to the Trocadero, down the road at Piccadilly Circus.

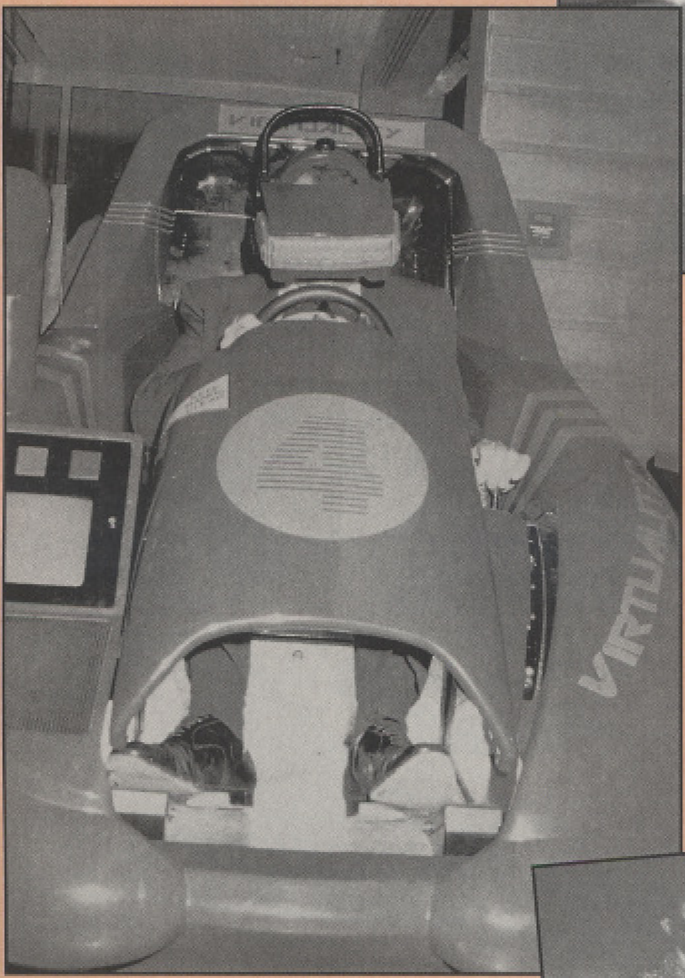
In the midst of the Troc's tourist-trappery lies the Fun Land arcade, which was one of the first places to install the original V-TOL and Battlesphere VR units. Now they've got a new attraction: Total Destruction.

Whilst this may sound like it involves smashing the whole place up before the security guards drag you away, kicking and screaming, it's actually a stock-car racing game.

Those sit-down units are back. This time with a hinged front that clicks down over your legs, two pedals (accelerator and brake), a two-position gear stick (forward and reverse) and a steering wheel, as well as the ever-present headset.

Four units (ranged two opposite each other) are linked together in this 3D race game, which is more in the style of Hard Drivin' than, say, Continental Circus and its ilk.

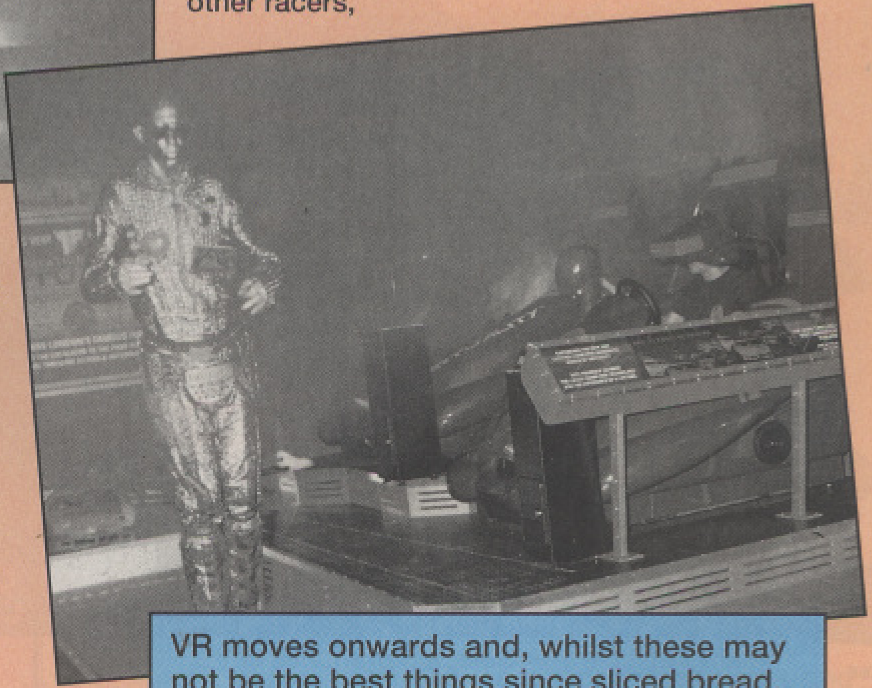




The race starts and, well, you just have to race around (keeping on the track and guided by massive red and yellow-flashing arrows) the track, trying not to incur too much damage and bumping into other racers, whilst everyone else does the same and piles into you.

It has a very loud soundtrack to go with it, in which a voice that sounds just like Steve Martin shouts "To-taaaal Deeestructionnnn" throughout.

The game lasts until someone wins, not until you finish and costs two quid per race. A bit, er, pricey, really. But fun.



VR moves onwards and, whilst these may not be the best things since sliced bread, they are still a good taste of the future. What ever could be next?
Watch this space...


Quickjoy
Joysticks
EUROPE'S TOP SELLING RANGE
SV.120·JUNIOR STICK
Twin Fire Buttons.
Hand Held. £5·95
SV. 401-SG Fighter
For Sega
6 Microswitches
Autofire
L.E.D. Function
Indicators.
£14·95
SV.125·SUPERBOARD
10 Microswitches.
Digital Stopwatch.
Autofire.
£17·95
SV.126·JETFIGHTER
6 Microswitches.
New Pilot Grip.
Autofire.
£13·95
SV.127·TOP STAR
Steel Shaft
Microswitches.
Autofire.
£23·95
SV.128·MEGABOARD
8 Microswitches.
Stopwatch &
Countdown Timer
Autofire.
£24·95
SV.124·TURBO
6 Microswitches.
Autofire.
£8·95
SV.119·JUNIOR
Twin Fire Buttons.
£4·95
II PILOT
£6·95
SV.122
SUPERCHARGER
£9·95
SV.123
M6 IBM PACK
£29·95
SV.202/3
M5 FOR IBM PC.
£17·95
SV.201
QUICKJOY JOYSTICKS. Leading in design, technology and choice.
Check out the range and features. Buy with confidence.
*Now available from Selected Branches of....
Software link · WH SMITH · John Menzies · BOOTS · Virgin · Selfridges · Hamleys · Software PLUS
....and all good computer dealers.
*Subject to Availability
SPECTRAVIDEO
Unit 27 Northfield Industrial Estate, Beresford Avenue, Wembley, Middlesex HA0 1NU England.
Telephone: 081·900 0024 Facimile: 081·903 6625

OOZIN' EUGENE'S SCUM OF THE EARTH



Eugene yawned lazily, stretched and sat up in bed. He stood, took one pace, trod on a paper package containing cold chips, gravy and a rather large pickled onion and proceeded to skid across the room.

His movement was soon halted by a large bag containing hundreds of letters from excited readers explaining their latest strategic pokes and key depressions to enhance game play on a rather good computer.

"Oh God," he said, "I've got bloody loads of work to do."

Yes Eugene, you have. You'd better get on with it now!

More splendid cash prizes go out this month, a rather large chunk of which finds its way into the wallet of a Mr B.J Clarke in Essex. He has sent in a rather superb map and pokes for YC's excellent cover game, **Wizards Lair**.

Thanks B, or can I call you BJ? 10 quid is coming your way very soon!

The pokes to go with this are:
POKE 49623,165
for infinite lives

POKE 49721,x
for extra keys, rings and diamonds. X is for how many of each you require.
You need plenty!

For a complete cheat, type
POKE 49741,15
for all the pieces of the lion.

To start the game again, type:
SYS 49328

Unfortunately, when you reset the game (which you will have to do to enter the pokes in the first place), some data corrupts and renders some of the rooms inaccessible. This should not happen if you are using a cartridge such as Action Replay or the Expert, but will if you just normally reset your computer.



Now for some Speedball II tips from our very own office banana picker, Richard Taylor.

When you head up the field when the game first starts (or after a goal has been scored), run straight towards the ball and just before you reach it, pull the joystick up and right and keep pressing fire. If it works, the ball should hit the electrifier and bounce back into the goal passing straight through the keeper. It may need to be hit again, but your winger should be right next to the ball anyway. It takes a bit of practice, but when you have sussed it, it means you can score goals very quickly (five seconds, usually).

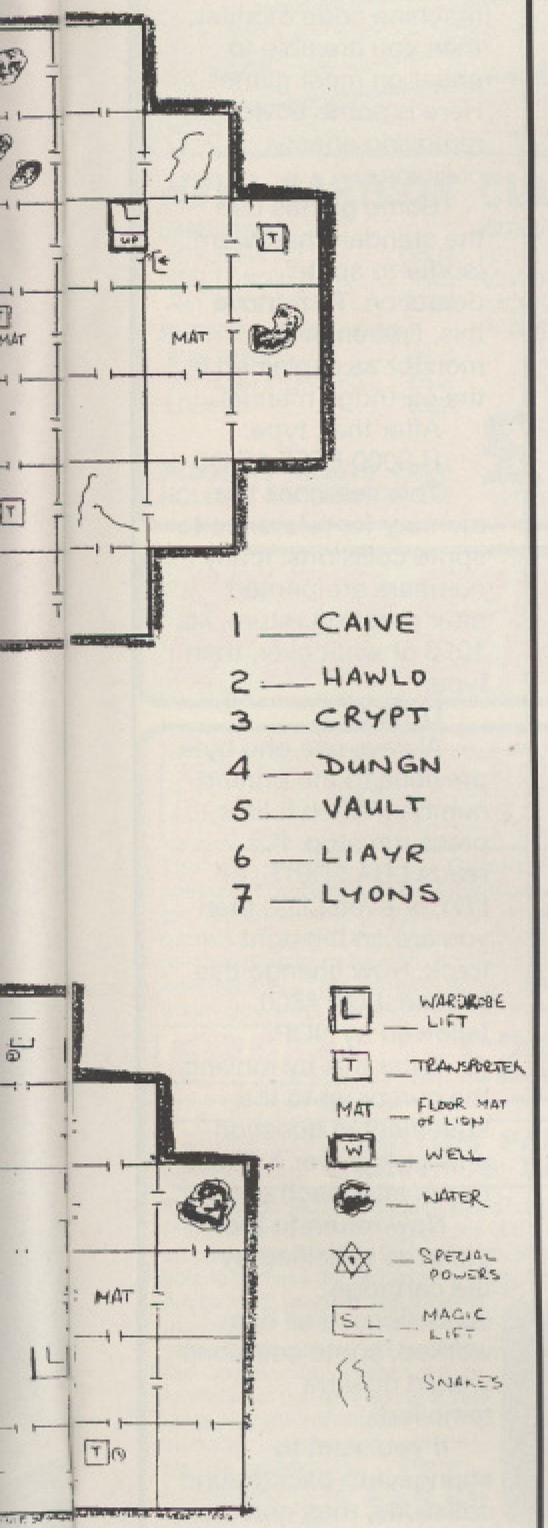
Another piece of advice is to forget going for score enhancers (the twirly bits on the side) and just try to keep the opponenets away from them. They always go for them and seem to end up getting both even if you're trying to get them yourself!

It is also worth saving your money for a bit and buying star players.

Also, if the opponents keeper appears to have "died" in the corner, run up and take the ball straight off him. He shouldn't put up a fight.

Thank you very much, Richard. 50 quid is on it's way! Or maybe we'll just pay you your normal wage.

Mr B. J. Clarke's rather superb map of Wizard's Lair



PANG

On this game, press pause twice in quick succession whilst moving on to the next level. If it has worked, you should be rewarded with infinite lives. Couldn't be easier!

A couple of gems from Robert Atkin in Mid Glamorgan.

On Swiv, if you pause the game and then press the Comodore key followed by Q and the Commodore key again, you should be given unlimited jeeps and helicopters.

A cartridge poke for Skull and Crossbones, type POKE 28479,165 for infinite lives and energy.

Cheers Robert, fiver coming your way (hey hey hey)

According to Grieg Douglas from Stenhousemuir in Scotland, if you press G during play in Test Drive II, you will skip to the next level. Well I never.

Mr A.N. Onymous from Northamptonshire (according to the postmark, and they don't mess around) sends the following tips:

Bomber
On the high score table enter your name as KYLIE, with a space before the K and you can now select any mission.

Creatures
Once the game has loaded, wait for the title music to end amd the Clydes to stop dancing. Put the joystick in port one and waggle it like crazy. The Clydes should now do an odd sort of frantic dance and eventually turn grey. Once this happens, put the joystick back in port two and start the game with infinite lives.

Gremlins 2
On the high score table enter your name as SINATRA for infinite lives.

CJ's Elephant Antics
Try POKE 18429,181 for lives on part one and POKE 19871,189 for the same on part two.
Type SYS 6144 to restart the game.

Cheers, A.N, it looks like I'll be spending your tenner down the pub tonight! Ho Ho!

A poke or two from Andrew Proston in West Lothian, Scotland.

Red Heat
Load the game and reset it.
Now type
POKE 3108,165 {return}
POKE 3558,165 {return}
and
SYS 28176 also followed by return.
The game should now start with infinite lives and energy.

Also a tip for **Batman The Movie.**
Get to level 2, 3 or 4 for die. Ignore the rewind message and press play.
Level 5 should load with infinite lives.

Cor! This is becoming very common amongst Ocean games.
Try it on all Ocean multi load tape games, it may well work.

Now for a juicy little selection of tips and pokes from Brendan Randall in South Africa. He also gets ten spondoolies for these tips!

Eliminator
The passwords are:
Level 2 – AGONIC
Level 3 – BLONDE
Level 4 – CLICHE
Level 5 – DIMPLE
Level 6 – EDIBLE
Level 7 – FEMALE
Level 8 – GOBLIN

Savage
The passwords are:
Level 2 – SABATTA
Level 3 – PORSCHE

Sim City
When your funds get low simply press F1

Now for some POKES that will require a cartridge to enter:

Cybernoid
POKE 28870,165 for (you got it) lives!

Dominator
POKE 2215,234 for lives

Garfield
POKE 25370,173
POKE 25389,173 for something different

Gryzor
POKE 13476,189 for infinite lives

Led Storm
POKE 7658,165 for lives

Predator
POKE 5672,165

Renegade
POKE 36217,173 for lives

Typhoon
POKE 4221,173 for lives

Spitting Image
POKE 3314,173
POKE 3348,173 and
SYS 2816 to restart

Stormbird
POKE 23858,173 for lives

Thanks, Brendan.

WINGERS CORNER

Loads of people winge all the time. Why? Various reasons... some people do it out of boredom and some have geniune reason. Some people are not happy with their lives and some do it through greed. In this column however, people are not happy with the way they play their computer games and need some help to improve their play. Heavy problems, huh?

If you feel the same way about a certain game, send a letter to "WINGERS CORNER" at the normal YC address. If you can help these people, send advice to the same place.

Mark Goodley of Newcastle requires some assistance on Skull and Crossbones and would really appreciate a cheat mode and a poke to remove the "all enemies must die to advance to the next level" feature. What a good feature that is.

Emma Copeman, your Frosty help is finally on it's way! A poke to remove various nasties (including the famous "drunk Elf") will appear in next issue. Sorry about the delay, we beat Richard Taylor around the head several times to make him do it, but unforunately we beat him so hard he's having to spend a few weeks in hospital.

Bill Schultz needs help on the all-time 64 classic, RED L.E.D. A poke for unlimited lives would really go down a treat.

Remember Confuzion? Well Barnaby Tanker in Norwich needs a cheat badly. Well Barney, if I remember rightly, type LOAD "",1,6 when loading the cassette version to make every second level accessible.

Tommy Boner, who lives in Cheadle Hulme, needs some help with International Soccer. OK Tommy, when you start the game, run in the direction you are facing and kick the ball into the back of the first net you see. This should give you an advantage over your opponent. Keep doing this until the final whistle blows. (That's enough joking about, Ed.)

Can you poke? Well what are you waiting for! Hack away at the latest and requested games and sort out some serious cheats! Major prizes await those with the best and most original pokes. Come on you hacking crews, get to it!

A reminder that POKE entry information was given in the July issue of YC. Please refer to this for instructions.

A certain Rik from Northampton sends the following tips;

New Zealand Story
If you have a tape version of this game, then when you die on level 1-4, leave the tape running and the next level will load. If you have the standard Commodore tape deck, then if you wind the tape to 123, level 3 will load. Also try 139 for level4, 157 for level5, and 173 for level6

R-Type
POKE 12957,173 for infinite lives and POKE 12703,36 for no sprite collisions. Type SYS 2066 to restart.

Breakthru
POKE 5647,3 for infinite lives and SYS 2560 to start again.

Chase HQ
Whilst playing the game, hold down the fire button and type GROWLER. From now on, pressing T will reset your time.

Xenon
Cartridge poke only. POKE 26536,173 for unlimited lives.

Silkworm
Another cartridge only poke. Try POKE 32203,173 and POKE 44344,189 for a cheat mode.

Thanks, Rik. You get 10 pounds for that.

A cheat for the old Interceptor game, **Aquanaut**. When playing the game, hold down the Commodore key, shift and the pound sign.

Keep doing this until your sub dissappears, and you can now travel anywhere.

On the subject of Interceptor games, on Trollie Wallie press the back arrow and type MUG. The cheat mode will now be opperative.

Thats all for this month folks! If anyone has any tips, pokes, maps or any kind of help on any 64 game, then send it to:

OOZIN EUGENE'S SCUM OF THE EARTH, YC, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HF

There will be crispy notes given to anyone who we think have really gone out of their way to provide wholesome and crunchy tips.

SOME ADVICE ON CHEATING ON GAMES

If you own a utility cartridge i.e. Action Replay, Expert, Final, etc that posseses a machine code monitor, then you are able to cheat on most games. Here is some advice on removing enemy collisions.

Some games use the standard hardware 'sprite to sprite' detection. To remove this, first enter the monitor as explained in the cartridge manual.

After that, type:

H 0000 FFFF 1E D0

This searches the memory for reference to sprite collisions. If any numbers are printed after pressing return, i.e. 10F6 or what ever, then type:

D 10F5

Always use one byte previous to the printed number. When it lists, press run stop. If it reads LDA $D01E, or LDY or even LDX, then you are on the right track. Now change this to read; LDA #$00 followed by NOP.

Enter this by moving the cursor up to the statement in question and typing over it. Press return after each entry.

Now return to the game as specified by the cartridge insructions. If all has worked, sprite collisions should now be removed.

If you want to change it to background collisions, then change the 1E to 1F.

The sprite/sprite collisions should work on games such as Manic Miner, Frosty the Snowman, and loads of others.

The Sprite/background collisions should work on Armalyte, Fortress, Dip Diver and again on loads of other games. Try it and find out which ones work.





CHEAPSTERS FOR YOUR LOVE!

Code Masters are no longer just boy whizzkids. The company has transformed, while no-one suspected, into the most successful software house in Britain. Jeff Davy (clutching his legendary YC cardboard camera) ventured deep into the English countryside to meet the Darling posse.

"We're on the verge of being the biggest thing around here," laughs Code Masters' PR supremo Mike Clark, as we speed down small Warwickshire lanes in his rather powerful sports car, "who else has 98 acres? We must be the biggest software company in Britain!"

That's slightly misleading, and he knows it, but when we glide up the gravel drive of the Codies' HQ it's easy to believe he could be right. A basic farmhouse, surrounded by beavering builders, now has a maze of extensions added to it. The ultra-new complex is a far cry from the huddle of portakabins stashed around the rear that made do as offices last time YC paid a visit.

Out the back, there's a lake – in it is a boat made by Richard Darling and a friend. Mike insisted on rowing me around in it. "It won't sink" promises Mike, as he sways the craft from side to side and snags the oar on branches and rushes.



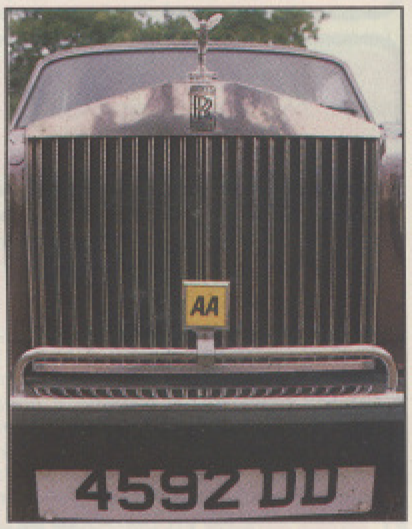
To one side of the farmhouse is a wall, a massive barn lies behind, from which there are occasional mooing sounds. Says Mike, as another 'moo' fills the air, "They're involved in breeding cows, I'll leave the rest to your imagination. We do get some awfully strange noises coming over!"

Inside, the offices are a hive of activity. Over 30 people are on the payroll; accounts people, programmers, executives... the latter are stashed on the new 'executive floor' (well, an upstairs bit, anyhow) where Mike and the Darlings have their offices.

Code Masters now sell more games than any other software house in Britain. For what it's worth, they have over 20% of the market (according to Gallup, whose business it is to know these things). Their next rival isn't even close. "We rule the 8-bit roost." says Mike, before joking: "We're so good at the software industry, the challenge is diminishing week by week!".

"Don't print that!" he adds, suddenly seeing me scribble his every word into my notebook.

The Code Masters/Darling story is one of a meteoric rise. David and Richard Darling were young, talented, programmers who... but don't have me explain. Have it in Richard Darling's own words:



"Around 1982, David and I were about 13, him being 18 months older than me, and our parents lived in Canada. I think they wanted to make sure, although they weren't with us, that we got nice presents. One Christmas a cheque arrived, so we went to London and bought a VIC-20 [the computer before the C64].

"They were launched in the US a year before Britain and before we left Canada, a friend of ours bought one and we spent a lot of time around it.

"I'd always like electronics and it seemed absolutely amazing to produce something with a soldering iron. With very little effort, you could make a machine do things.

"Once we bought the computer, we used to write games for it, 'cos there



weren't any available. We started to place ads in Popular Computing Weekly [an old computer magazine], under the name 'Galactic Software' and we offered the 'Vic 6-pack'. It did fairly well.

"Towards the end on 1983 there was the LET Show [the show before September's annual CES at Earls Court] and we had a stand. We met up with several computer companies including Mastertronic [the first budget games company] and got contracts to produce games for the C64 for them.

"Pretty soon it became apparent that Mastertronic was going to go places. We moved to London and formed AIP. We produced all the software they sold, in April 1984.

"It was very successful but it was heading in a different direction to us. We wanted to concentrate on producing original software, so we settled up with them and started our own company.

"We took nine months out, getting the games

The Strangest Thing That Ever Happened to RICHARD DARLING...



"When I was in Taipei [in Taiwan], where we were having some cartridges manufactured, we went out to a long street with market stalls. It was only six feet wide. There were shops that sell live snakes' blood as a beverage.

"The Chinese seem to think that drinking the blood of snakes is very medicinal.

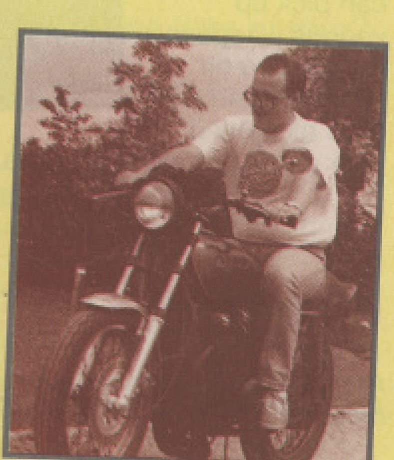
"They have these live snakes hanging down and they slit their throat, tip them up, get a jar, and pour the blood into it.

"The speciality is one of the organs from the snake, a little grey thing, and they add this green stuff from inside this organ. People pay a lot of money for that."

SPOT THE DIFFERENCE!

The Terminator is back! But which picture is which? One of these people is a future-sent android with an Uzi-fetish and one is a PR person for Britain's biggest budget software house. Can you tell the difference, readers?





ready to launch. The philosophy was to release original games over all formats.

"In September 1986 we launched and it all went very well. We followed up with another batch of 12 games. The flagship was BMX Simulator which was the bestseller.

"David had the best-selling game the year before with The Last V8 so we were happy and busy producing these games on a small industrial estate in Banbury.

"Then things started to expand. We said very, very boldly that we were going to be Number one inside a year. We got there within 12 months of launching and since then we've been able to hold it."

As I leave, with Mike, for the day I ask Richard why, as a teenager, he chose to program computers. "I didn't like skateboards" he laughs. "No," says Mike, with a mischievous grin, ever the good PR-person, "it was a prediction of future trends!"

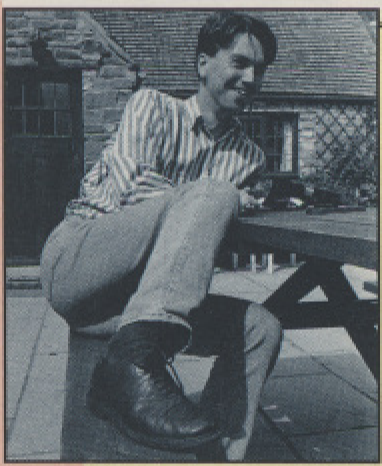
Whichever, they're number one and they're riding high.



THOSE NEW CODE MASTERS GAMES IN FULL...

Hidden away down some stairs is a room full of computers with the Codies' new games ready to run. Holding court is Paul Ranson, the 'new' Development Manager (this means he talks to the programmers and whips them when they're late).

There haven't been many Code Masters C64 releases, recently, I suggest. "We're trying to hold back games now, to ensure the gameplay is there. Heightened quality is what we want." says Paul and they show no signs of letting up the pressure. And don't fear, there are C64 releases planned well into the future...



MEAN MACHINES

A 'Spyhunter'-style game, which is intended to be really fast. You drive your mean machine up the road, avoiding obstacles (like holes) and other cars, which try to smash you around and make you crash.



To make it a little more interesting, you can pick up various weapons to help you on your way and drop oil behind your car to get other vehicles.

MIAMI CHASE

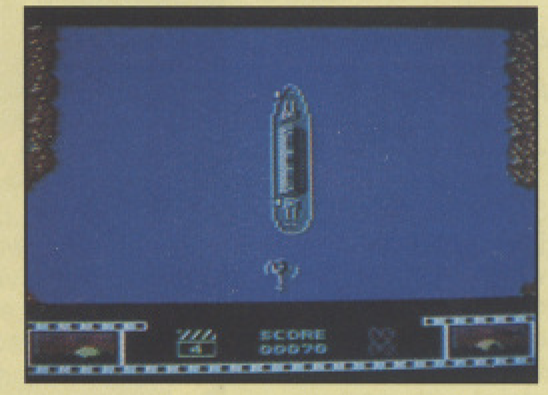
Amiga-owners have already seen this one. It sounds distinctly like it ought to have something to do with well-dressed TV cops but, er, Code Masters' legal department wouldn't like to be involved with well-paid, sun-tanned American lawyers so we'll just pretend it's a coincidence, right?

The action takes place in a maze of urban streets, which even includes a raised train-line (although you can't give chase underneath it, like in 'French Connection'), and your mission is to catch a criminal by, um, racing around like a mad-person.

A simple idea, quite nicely executed, which should provide a good challenge.

SKY HIGH STUNTMAN

Hands up who likes vertically-scrolling shoot-'em-ups... Right, a good few of you, then. Well, this'll be to your taste. You play (rather tenuously) a stuntman who must fly a balloon, biplane, jet and helicopter - all in the name of good, big-screen action.



It's nicely presented and, says Paul, "the music's really brilliant!". But then he would say that, wouldn't he?!

SLIGHTLY MAGIC

This is a game in the Dizzy/puzzle/objects/tasks mould involving a trainee wizard called, yup, you've guessed it, Slightly Magic. By trundling around the wizard's creepy castle (full of bouncing meanies and ghosties), manipulating (there's a long word!) the objects you find along the way, you can complete the game and become a better wizard.

YE GRANDE 'ONE MORE THAN THREE' CODIES COMPO!!!

The lads were all sitting 'round t'other day and scratching their mop-tops! "We haven't run a big compo since... ooo... since the England comp!" said Posty. "Oh no," said Jeffrey, "we'll have to sort that out then!"

With one brief phone call and a bit of arm-twisting he got those incredibly wonderful fellows at Codemasters to give us some incredible prizes to give away. Then he went off into the Warehouse and had a bit of a lie down, for he was surely gob-smacked at the generosity of the amazingly skill budget game company!

"WHAT DO I HAVE TO DO TO BE SO AMAZINGLY PRIVILEGED???"

Firstly, you have to stand on your head for four minutes. Then, eat four sugary, jam doughnuts without licking your lips!

And tell four different people on the street that they have a personal odour problem... (You don't have to do this, but we'd wager you'd only live for four days in a coma if you did. Ho! Ho!)

Really, you have to examine the four following questions below and scribble the answers on a postcard or sealed envelope, then send it to:

"I've Four-gotten What I'm Meant To Do" Compo,
YC,
20 Potters Lane,
Kiln Farm,
Milton Keynes,
MK11 3HF.

It must arrive before the closing date of **October 4th 1991**, or it gets bally well thrown in the bin, matey!!!



WHAT ARE WE GIVING AWAY THEN?

Thanks to those brill Codies we've got four Game Gears (the wonderful new hand-held console thingmies) to give to four winners (can you see a trend starting here?).

Plus! Each of the four winners receives four different Codemasters Quattro packs (it's pretty obvious!) - Cartoon, Racers, Firepower, and Arcade.

Not only that but four runners-up get the Quattro packs too (that's right there's a rather clever trend involved here around the number four, isn't there? Ooo... We're so subtle sometimes)!

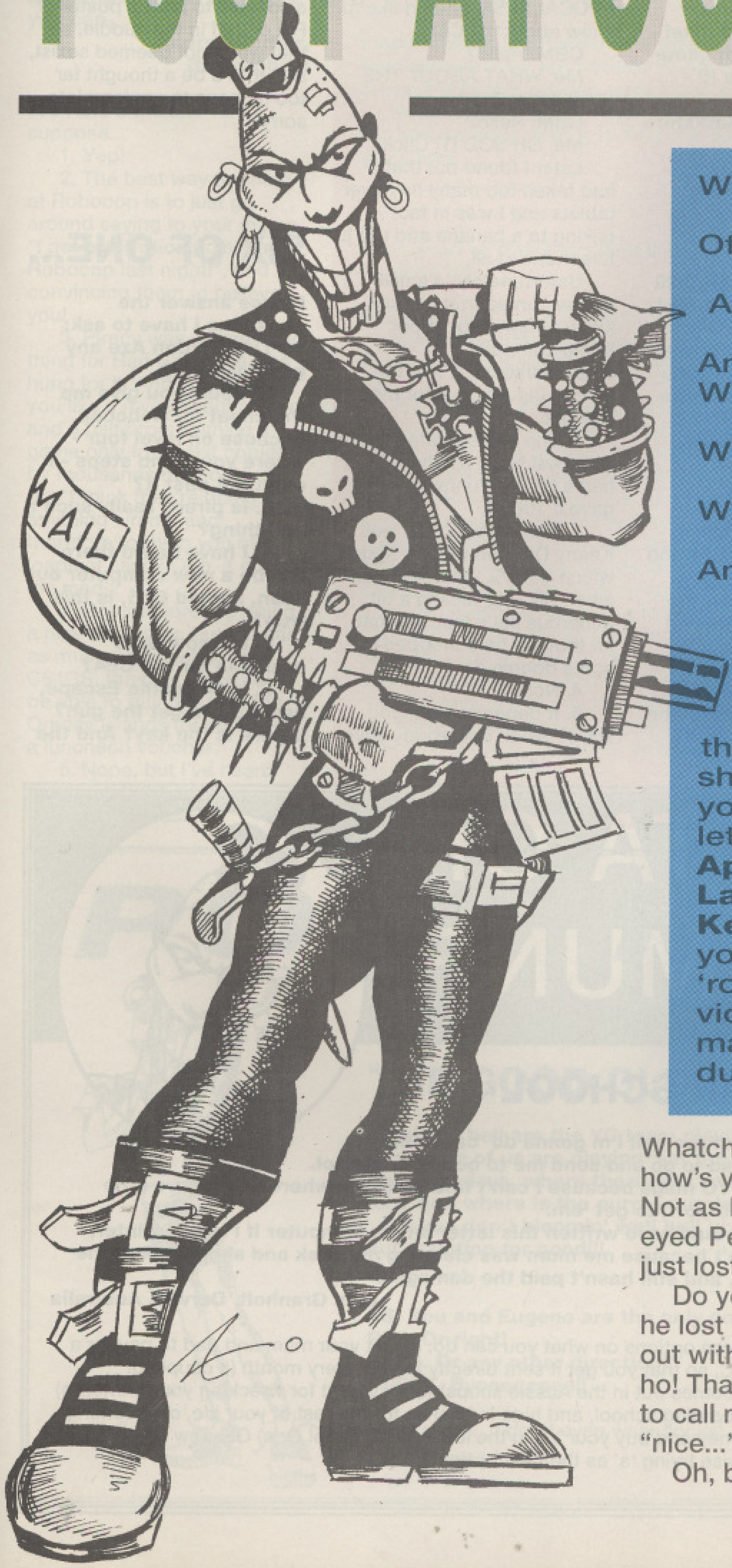
THE QUESTIONS

Who are the odd ones out in these lists of four?

1. Yogi Bear, Roger Rabbit, Jerry Mouse, Bob Hoskins
2. Kenny Dalglish, Graham Souness, Bill Shankley, Bob Holness
3. Madonna, Kylie Minogue, Jason Donovan, Cathy Dennis
4. Nick Cotton, Pauline Fowler, Harold Bishop, Frank Butcher


HOW DOES ETERNAL SLAVERY SOUND?
The Ur-Quan Hierarchy - the "evil empire" of the 27th Century is ruthlessly invading interstellar neighbours and slave-bonding the inhabitants. Now humanity itself is on the shopping list of species to capture.
Available on:
IBM PC & Compatibles
£29.99
CBM AMIGA
£24.99
Engage in white - knuckle tactical combat as you join forces with the Alliance of Free Stars to defend the galaxy against the conquesting armies of the Ur-Quan. The Captains of seven hungry star-fleets await your orders for battle - man's destiny is now in your hands!
Available on:
SPECTRUM
Cassette £10.99
AMSTRAD
Cassette £10.99
Disk £16.99
CBM 64/128
Cassette £10.99
Disk £16.99
To Follow
STAR CONTROL
ACCOLADE
Plasma Generator
Homing Plasmoid
Crew Growth Zones
Screen shots from IBM PC Version.
Limpet Cocoons
Gigawatt Laser
Stasis Pulse Energy Storage
Thrust Nacelles
VUX INTRUDER
ACCOLADE™
The best in entertainment software.™
Bowling House, Point Pleasant, Wandsworth, London SW18 1PE.
Tel: 081-877-0880.
Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specification.

POST APOCALYPSE



Who's the man with the biggest bag,
Of mail, that is, in this commie mag?
And who's the guy who wears tiny hats,
And uses forks to skewer cats?
What's the name of this lethal bloke,
Who laughs at earthquakes and kills old folk,
Who squirts acid at mice with a rusty needle,
And has a worse sense of humour than Jeremy Beadle?
It's... POST APOCALYPSE!!!

If you wish to converse with the fellow who would rather shove a he-uge baseball bat up your bottom than read your letters, write to: **Post Apocalypse, YC, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HF.** And if you don't, we'll send him 'round to your house when the vicar is there and ask him to make rude farting noises during tea!

Whatcha mates, how's you all doing? Not as badly as one-eyed Pete I bet, who's just lost his one eye!

Do you know how he lost it? I poked it out with a stick, ho, ho! That'll teach him to call my hairstyle "nice..."

Oh, by the way, I've lent parts of my column (the first person to say oo-er, gets a jolly hard kicking in the private place - just 'round the back of the secret tree) to a few of my sorting-office chums, and that means we can have a few more of your letters, hurrah!

OOO... WHAT A LONG ONE!!!

I've decided to take up Thomas Bowen's stance by writing to put you straight as to why YC is falling to bits (what? Are the staples falling out? - PA).

I buy three Commodore related mags, and I'm afraid that YC is lagging way behind the other two. They are both crammed full of stuff, and what do you offer? A photo story! Not much of a sales booster.

Okay, enough moans. First of all, get the price right (er, I thought you said "enough moans"! - PA). It should be £2.20 like the other two, which would help cover the cost of a tape box. This is a help when deciding which mag to buy. If it looks as though money has been spent on production, the kids love it.

Plus, something that all the mags that have tapes should do, is put games info on one page, either side, so it can be removed and be more handy when you are playing the freebies.

Don't spread the free tape details over the pages, get it on one page and it would save time wasted on searching for playing instructions. I also agree with Tom about more demos, I'd like two games and possibly two demos.

Okay, to keep in line with other letters here's some questions:

1. Could you give us any more info on the C65, or haven't you lot heard about this yet? The most important thing I want to know is, will everything I've bought so far games-wise be playable on the new C65 - I'd hate to buy it all again?

2. What's been the highest rated game so far in YC?

3. What's been the lowest?

4. Have you got a copy of Shadow of the Beast around that no-one wants?

5. And can I have it?

Well, that's that. I hope you'll take on-board my suggestions - I'd like to see YC out-sell those poncy other C64 mags, as you chaps have a bit of fun in your mag (a bit of grovelling here methinks! - PA), and I'd like that game I mentioned (I knew it! - PA).

Yohan, Lanarkshire

PS. Bevy Babes centrespread please, playboy page three style, thanks!

PA: Firstly, it's that old £2.20 debate again (sigh!). I do not think that two scruffy pieces of plastic are worth 25p, and anyway the worst injury you can cause someone to have with them is a small blind man's pinch on the finger, and what use is that in combat?

What we'd like to concentrate on is bloody good games on the tape, and forget about its packaging. And like you said, YC is the only commie mag with a bit of fun.

As for your questions:

1. I tried ringing Commodore to ask about the C65 and this is what I got?

Phone: Bring!

CBM: Hello?

Me: Hello, I'm Post Apocalypse, and I'd like to know about the C65, please!

CBM: Hello?

Me: I'm POST APOCALYPSE, and I'd like to know about the C65!

CBM: Hello?

Me: WHAT ABOUT THE *&^%&@% C65?

CBM: Hello?

Me: OH SOD IT! Click...

Later I found out that I had taken too many hayfever tablets and I was in fact talking to a banana and not a telephone at all.

Unfortunately, a small yellow curved fruit doesn't know an awful lot about home computer entertainment... It told me how to lag a hot water pipe though!

2. The highest rated game was Last Ninja 3, when Rik had a bit of a funny turn and gave it 100%!

3. The lowest rated was Kenny Dalglish Soccer Match which got 8%, and that was when Rik was feeling a bit generous (let's just say that he thought he'd stepped in some doggie doo)!

4. No!

5. It depends what you want? When somebody says "can I have it?" to me, they normally end up in the local infirmary!

As for a Bevy Babes poster, it'd be a bit out of the question really. Mainly because if we did that, we'd also have to print a poster of Rik or Jeff in the nuddie, so that we're not deemed sexist, and that'd be a thought far too hideous to contemplate, sorry!

SIX OF ONE...

Please answer the questions I have to ask:

1. Is Golden Axe any good or what?

2. Could you give me the cheat for Robocop, because on level four - where you climb steps - I can't get past it?

3. Is piracy really such a bad thing?

4. I have heard there will be a new computer out soon, named C65, is this true?

5. Is Snow Bros available for the C64?

6. In the game Escape, how do you get the gun? Where is the key? And the

LETTA OF DA MUNF



BORED IN SCHOOL

I don't know what the hell I'm gonna do 'cause me dumb parents had to go and send me to boarding school.
Now I can't buy YC mags because I can't find them anywhere down here (The Gold Coast, Southport) to get 'em.
Furthermore, I would have written this letter on my computer if I had a printer, which I now don't because me mum was cleaning my desk and she knocked the bloody thing off, and still hasn't paid the damages.

Lars Granholt, Darwin, Australia

PA: You've got three options on what you can do: a) Get your mum and dad to pay for a subscription to YC, so that you get it sent directly to you every month (a couple of months before it comes out in the Aussie shops) for payment for wrecking your printer! b) Run away from boarding school, and hide in bushes for the rest of your life, only coming out to beg for money and buy your YC in the local paper shop! Or c) Get new parents! I'd personally advise trying 'a' as the best option!

matches? And how do you open the safe? Is there a way to reach the syringe? In the canteen it said "is he dead or deaf", what do I have to do? And finally, do the playing cards do anything? Please help if you can.

Andrew Butler,
Birmingham

PA: Here's the answers, I suppose...

1. Yep!
2. The best way to cheat at Robocop is to just go around saying to your mates "I got one million points at Robocop last night!", and convincing them to believe you!
3. Piracy was a pretty bad thing for Red Beard, he was hung for it. And how would you like it if you spent a year and a half programming a game only to have it copied by thousands of people who don't think they're doing anything wrong, and therefore robbing you of loads of cash? Ooo, it makes me mad!!!
4. Commodore are doing a new computer, but if it has as much prospect as the C64GS, the only place you'll be able to buy one is in the Orkney Islands for £5.50 and a luncheon voucher.
5. Nope, but I've heard that it might be soon!
6. Be serious...

POST GRADUATE

By night he train-spots, by day he answers your techy letters...

I have always wondered why tape games are on different settings. Everytime I tape games from my friends I have to open up my friggin' tape deck and fiddle around with the screws until I find the right setting (boy, am I glad I have a drive).

After a few games, when I want to play another game, I have to fiddle around for half an hour, trying to find the correct setting. This is driving me to drink (glug, glug, hic).

F. Johnson,
Uitenhage, South Africa

PS. I want to thank my friend Zahied Mohumed for showing me YC (so I knew who to write to).

PG: Aha! You have a problem, that is to say, your tape loading escapades are currently causing you to fret, that is to say, if your tape deck was working perfectly, and tapes were of the same alignment you would have less of a reason to worry, that is... (Get on with it! - PA).

The problem you have is that the cassette deck from which you choose to deliberately break the code of law and therefore suffer extreme penalties by indulging in a practice known commonly as piracy is already faulty, that is to say, by taping games that are already of different alignments is actually a criminal offence, but it also causes the substandard copy to be weak in comparison to the original and therefore requires more fine tuning of your Commodore cassette player, that is to say, if you decided that you wish to tape games from your friends, who are also pirates - although not of the eye-patch and parrot kind - and you use a piece of machinery to blatantly copy games from cassette to another, the second cassette - the 'copy - is in fact a watered down version of the original, that is... (I think he means that you shouldn't copy games in the first place and it's your own fault if you're too stingy to buy the originals! - PA).



POST HASTE

He's just a blur as he answers letters extremely quickly...



THE GOOD OLD DAYS

What the hell are the YC team playing at (some of us are playing Man Utd Europe, and some of us are playing 'set fire to pussy cats'! - PA)? What's happened to the good old days, where there was spam on every page and at least 2 chainsaws per ish? And where is the purple puzzle page, for bloomin' flips sake?

If you don't bloomin' well pull up your socks sonny Jim, I'll cancel my subscription for good!!!

Timothy Tyers, Dumfriesshire, Scotland

PS. You and Eugene are the only good old traditions left!
PPS. Or right!
PPPS. Or any other direction!!!
PPPPS. Byeeeeeeee!!

PH: Zzoom... I don't even wear socks!... Vroom...

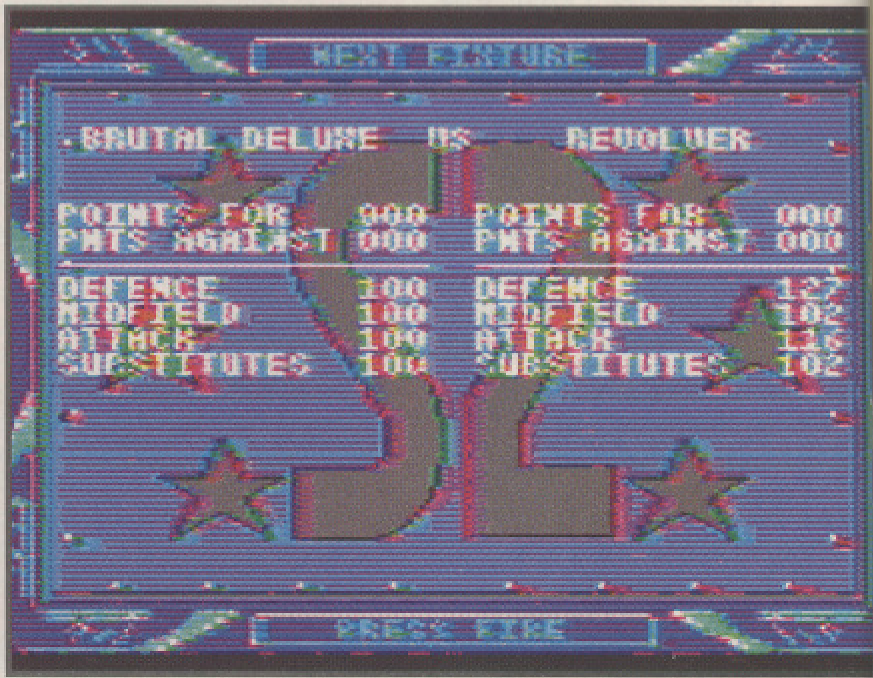
Speedball II

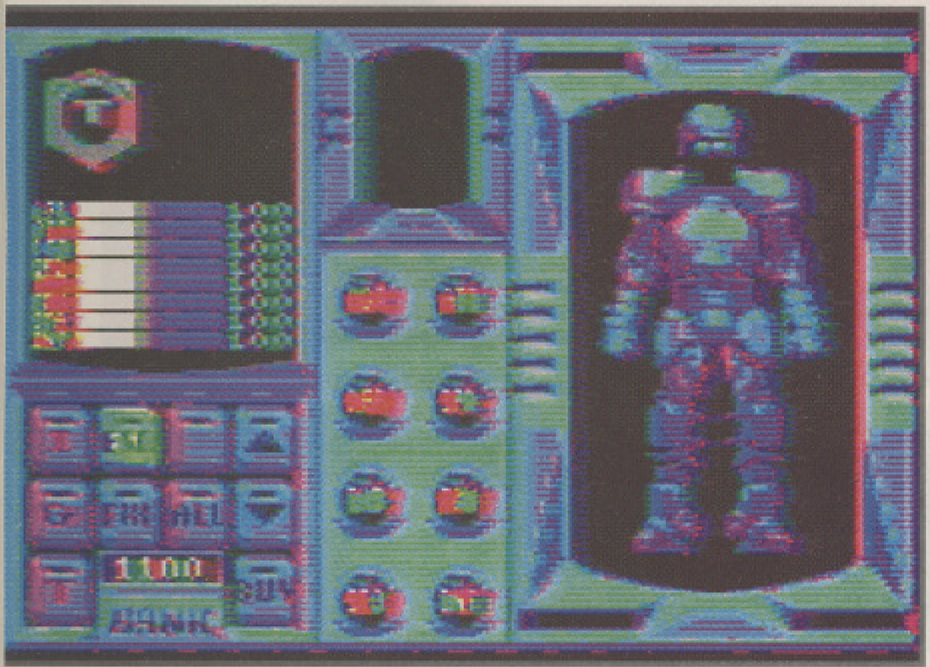
Dr W.P Lighthouse (who looks suspiciously like Richard Taylor) wearing his James Caan stick-on sideburns, takes a look at the further fixtures of the future's fave sport.

These kind of games aren't really my thing, so I wasn't looking forward to reviewing this. I find the whole concept really boring, and Amiga Speedball I, I found really tedious.

Why is it then that this game has kept me up until the small hours, with three days solid of playing and the use of physical force to remove my brother from it? My opinions of it have changed very dramatically.

This is an incredibly addictive game. I found the one player option much more challenging, as opposed to a two player simultaneous game.







The idea is simple enough. You take control of a team of, to say the least, rough looking people in an attempt to work your way up through two divisions of Speedball league.

You can alter an individual's strength and play-power through a series of statistics including throw power, stamina, speed etc. These can be bought only, so with your limited cash you must spread your spending evenly as possible across the individuals stats.

There is an option to modify these as group (defence, midfield and attack) or as a whole team. Other players can be bought, but these are quite expensive and you need to save for a while to afford them.

Once you have initially modified your team, then you can start play. You take control of Brutal Deluxe, a poor and fairly weak team at the bottom of the second division. You must play other teams such as the notorious Steel Fury and Damocles and the very poo-er Revolvers.

When the play begins, you are the red team. It is set out in similar fashion to Kick Off, with a vertically scrolling screen with goals at either end. The player under your control is the one with a semi circle over his head. Once play starts, time for violence!

A good idea is to pass the ball as much as possible and try to punch out the opponents players! There are bonus "twirly bits" on the side of the play area, which if activated will double your score when a goal is scored.

There are also plenty of bonus stat items lying around the play field and coins which

are essential so you can buy things after the match. Bonus items also include speed, which really does speed the play up something awful, paralysis which freezes your opponent (or you if they pick it up!), invulnerability which renders you immune to tackles, or plenty of others.

All of these can be picked up by the other team, so be careful and make sure you get them first.

On the side of the pitch is a small button which will electrify the ball, meaning that only your team can pick it up and knocks your opponents for six! Very amusing sometimes, especially when the ball goes straight through their goal keeper!

There are pockets on the side which the ball can be thrown into, for a bonus two points for your score. Ten points are awarded for a normal goal, or fifteen or twenty depending on whether you have activated the "twirly bits".

I never really bothered with these, as the other team seems completely obsessed with getting them, and whenever I did they seemed to put them back pretty damn quick!

If you find yourself losing drastically, then just go for picking things up. Some teams just seem to be quite uncatchable when they have a large lead.

After the match, you have loads of options at your disposal. After you are presented with the other team's scores, you can save the game if you feel it worthwhile, train the team (buy stats) buy players and various other things.

I found a good idea was to save a bit of money up and buy star players, as they always seemed to be a lot better than your own. If you do buy, then a player of your own must be sold. His value is taken off the price of the player you want. Forwards are a good thing to go for. I became quite attached to a certain "Arnold", my centre forward, who seemed to be at one point the only player capable of scoring goals! It is worth building up one player more than others, normally the centre forward, as their value goes up and they become someone to relate to in the team!

There are other play options such as two player, one player league, one player cup, manager and knockout. The only good feature missing from the Amiga version is the ability to save and replay classic goals! Shame really, some can be very satisfying to watch again.

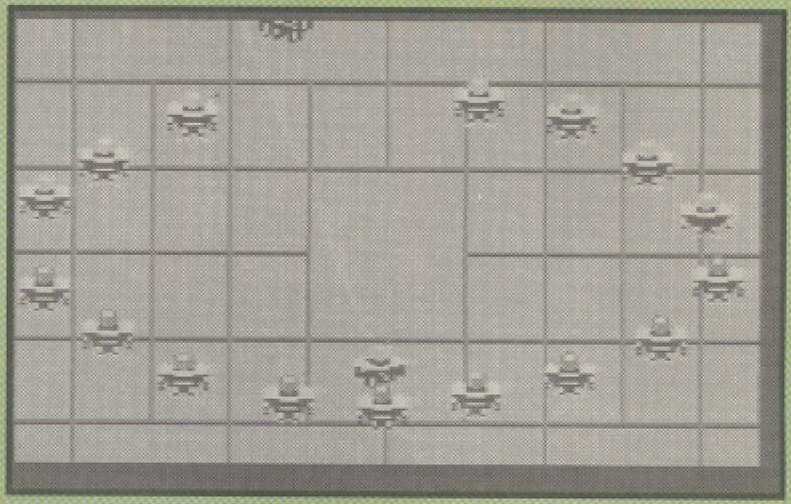
The graphics at first look not really very good, but they fit the game very well and once you learn what's what, then they are quite clear. The graphics on the option screen, although slightly slow, are really good. I particularly liked the Amiga-style icon system for selections.

The sound is not too impressive, really, but suits the game and, once understood, helps you to get into the game more.

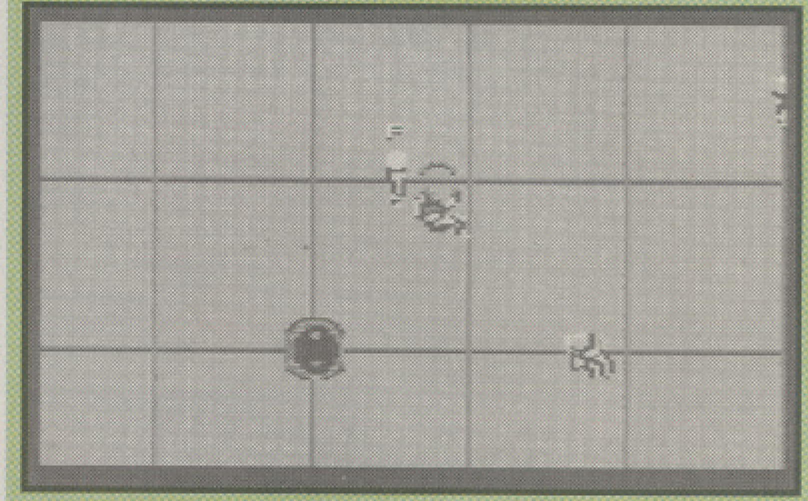
Overall, I recommend any one has a look at this, even if like me, you don't like this kind of game. It really is bloody addictive stuff.

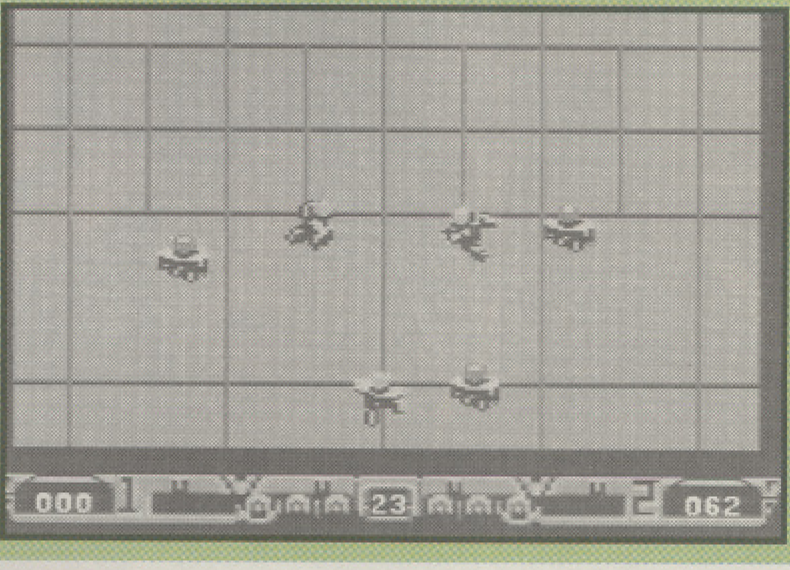
Designed by the Bitmap Brothers, you can't really fault it in any design feature. Very carefully worked out and tested, it adds up to a brilliant game. We want more Bitmap conversions on the 64! Gods would really be appreciated. If it needs converting and any Bit brother is reading this, look no further! (Oi – this isn't a job centre! Ed.)

Go and buy this game, I promise you'll love it!



In a bizarre twist to the futuristic team sport, all the players appear to have decided to form a ring around an imaginary camp fire and sing songs!





CREDIT CARD

SONICS Not amazing, but do their job very well.

GRAPHICS Again, not really that good but suits the game.

FIX FACTOR Really compellin g stuff, if you give it a chance.

HALF LIFE You'll play this to death! Very addictive!

NAME: Speedball II.
SUPPLIER: Mirrorsoft.
PRICE: Tape £10.99, Disk £14.99.
RELEASE DATE: Out now.

OVERALL 90%

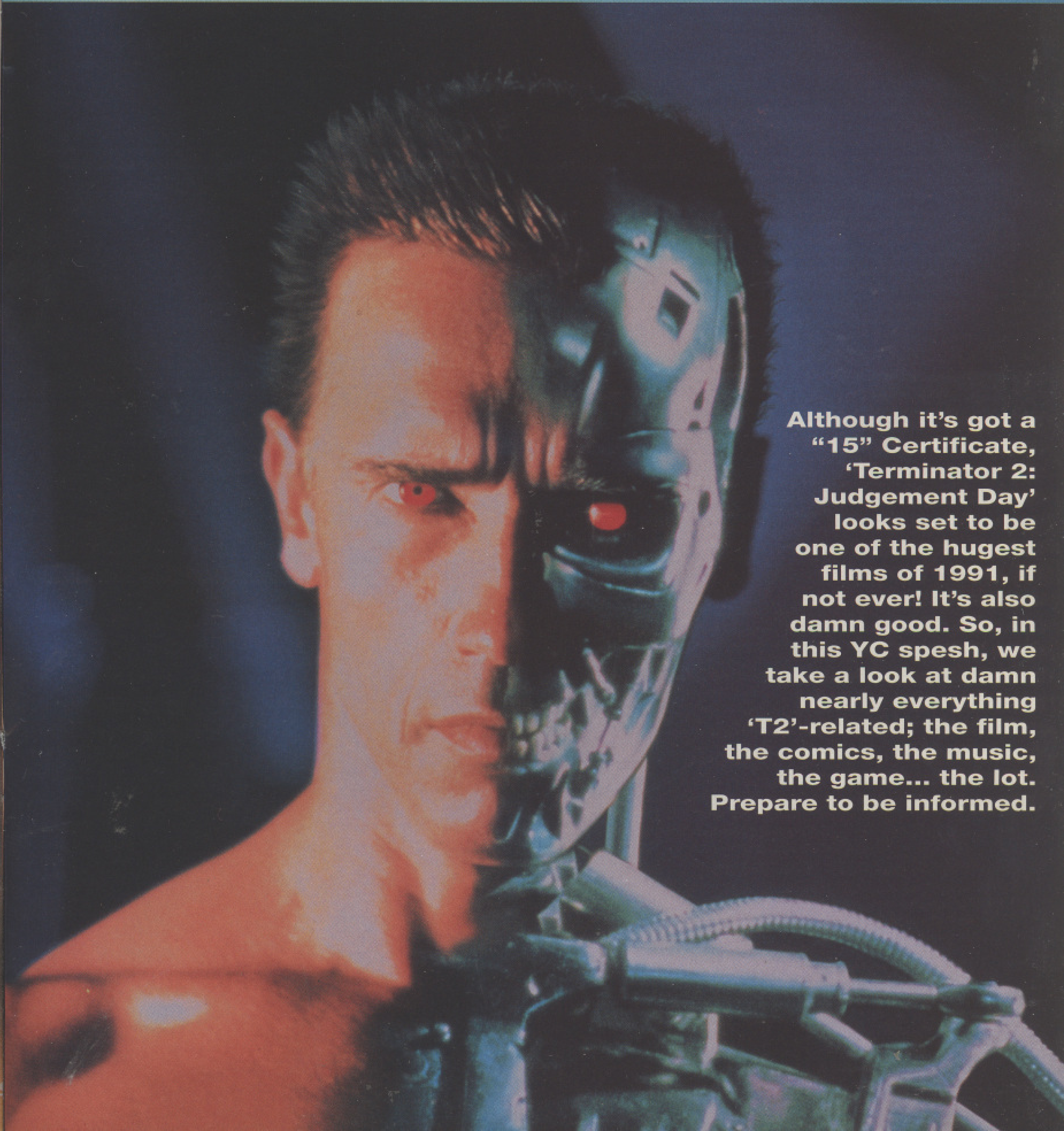
If you're looking for a decent full price game, then buy this NOW!

YC C64 C128

BIG THRILLS SPESH

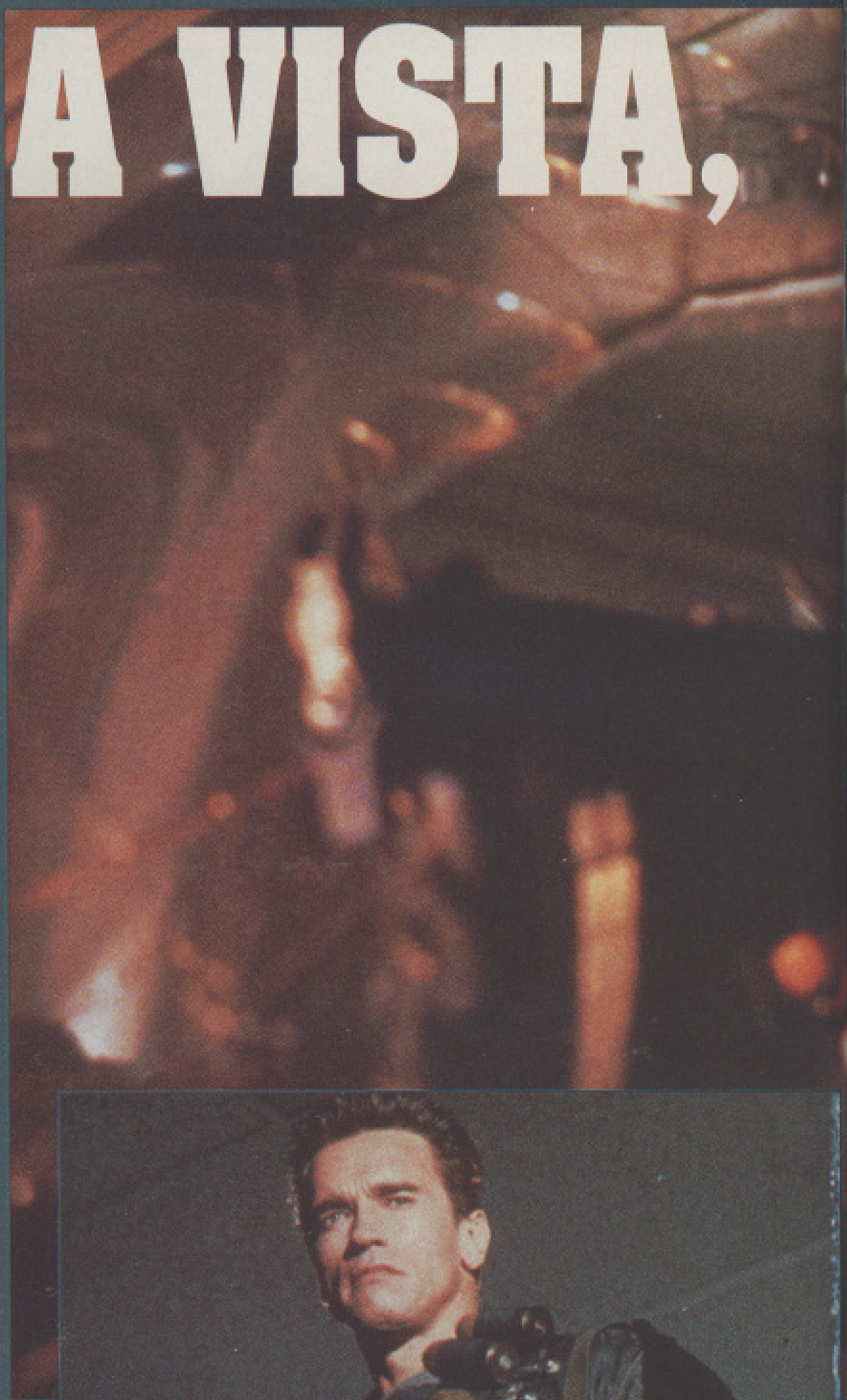
TERMINATOR 2

JUDGMENT DAY



Although it's got a "15" Certificate, 'Terminator 2: Judgement Day' looks set to be one of the hugest films of 1991, if not ever! It's also damn good. So, in this YC spesh, we take a look at damn nearly everything 'T2'-related; the film, the comics, the music, the game... the lot. Prepare to be informed.

"HASTA LA VISTA, BABY"



"The future is not set. There is no fate but what we make for ourselves."
– John Connor

"I'll be back" said Arnold Schwarzenegger in the 1984 smash hit science fiction movie THE TERMINATOR (and almost every other Arnie film since). Well, it's taken seven years, but he's back all right – with a vengeance.

Even before the movie's July 3 US opening, the buzz surrounding the budget-busting sequel, TERMINATOR 2: Judgment Day, had reached ear-splitting level. And now, well over a month into the $125 million movie's U.S. release, shockwaves are still being felt across the world as the latest stage of Arnie's world takeover bid kicks in.

The original TERMINATOR movie told the chilling story of a cyborg from the future (played by Arnie) sent back in time to kill the innocent and unsuspecting Sarah Connor (played by Linda Hamilton, later to star as on half of TV's Beauty and the Beast) before she could give birth to a son who would one day lead the human resistance against the deadly self-willed machines of the future.

The cyborg failed its mission.

Now, in TERMINATOR 2: Judgment Day, a new and deadlier cyborg, the T-1000 (played with expressionless charm by Robert Patrick), has been sent back to strike at Sarah's son, John Connor (promising newcomer Edward Furlong), while he is still a child. This time, however, Sarah (Hamilton again) and John don't face the terrifying and relentless machine alone – to protect the young boy, the human resistance has sent another Terminator from the future, a T-800 model (Schwarzenegger) programmed to be as implacable in its defence of John as its cyborg foe is in its pursuit of him.

First Sarah must be 'sprung' from the mental hospital where she has spent the years since the first Terminator's attack, and meanwhile there's World War Three (the 'Judgment Day' of the (sub)title) to be averted...

Director James Cameron (who directed the original TERMINATOR as well as ALIENS and THE ABYSS) says that the decision to make a sequel to THE TERMINATOR was not arrived at alone.

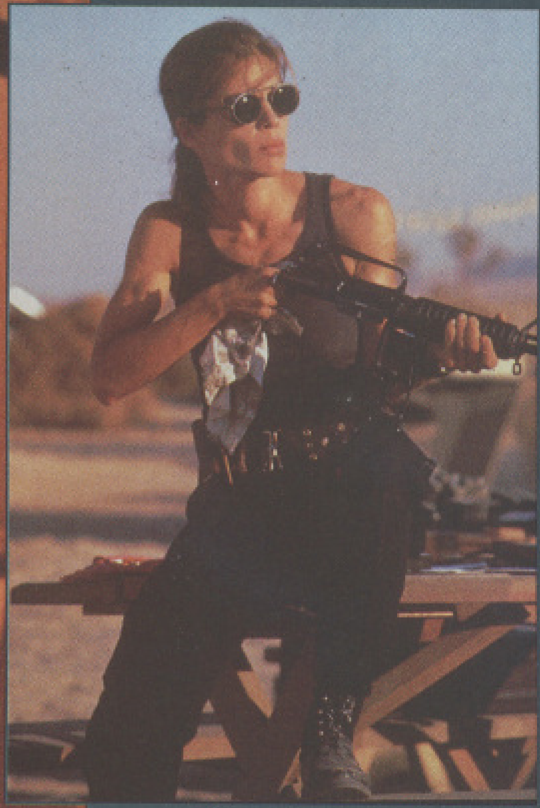
"Arnold was always a very strong force in trying to get the sequel made," he says. "I realised that THE TERMINATOR was the one film I'd done that was closest to my heart and that I'd really enjoyed making just for the sheer kinetic thrill of filmmaking. So with TERMINATOR 2 I've come full circle."

The main man, Schwarzenegger himself (who turned down PREDATOR 2 to rejoin Cameron for T2), agrees. "Everything about the first TERMINATOR lent itself to a sequel," he says. "Right after we wrapped the first one I told Jim that we needed to continue this story."

Since audiences of the first film identified more with Arnie's death-dealing







quipster than Linda Hamilton's putative heroine, it was important to Schwarzenegger that, for the sequel, he'd play the hero.

"In the first film," he says, "everything I did, they just screamed and loved it, you know, like I was the hero!"

Soon Cameron and co-screenwriter William Wisher had come up with a satisfactory script, and TERMINATOR 2 was underway.

The road back to the screen was no easy ride, however. The sequel's producers, Carolco, had to 'buy off' the owners of the TERMINATOR rights (Hemdale Film and Gale Ann Hurd, Cameron's ex-wife), fix fees for Arnie ($15 million), the director ($5 million) and returning co-star Linda Hamilton ($1 million) and get a script together (another $1 million or so). Before Cameron had shot a single inch of film, Carolco had spent nearly $30 million.

It was small wonder that TERMINATOR 2: Judgment Day would go on to become, at close to $125 million, the most expensive movie of all time. And, while this may be good news for genre fans eager to see exciting new products every summer, it's bad news for 99.9% of film makers, the ones who want studios to spend only a few million dollars on their movies.

Before TERMINATOR 2: Judgment Day's astonishing US opening, one Hollywood analyst said, "A scenario scarier than [if T2 is] a major flop – which we've all seen before – would be if [it] is a success. This would prompt people to think, 'Gee, it's OK to work with massive budgets'. It would be healthier for everybody if T2 bombs badly."

Healthier for everybody except Carolco, whose early success – crowned by RAMBO: FIRST BLOOD PART II – has soured, with expensive failures such as AIR AMERICA and MUSIC BOX. They have, in fact, spent about $320m over income since 1986, and their debts leapt from $1.2m to more than $305m before T2 opened.

But however much money they spend on the film (and believe me, every dollar is on the screen), the price of admission stays the same, and therefore T2 has to be one of the best value-for-money pictures of all time – right up there with STAR WARS, DIE HARD and THE ABYSS.

It's a long film (a good bit over two hours), and the special effects ("just at the edge of what's possible" according to Cameron) in the movie's many set-pieces are genuinely unprecedented.

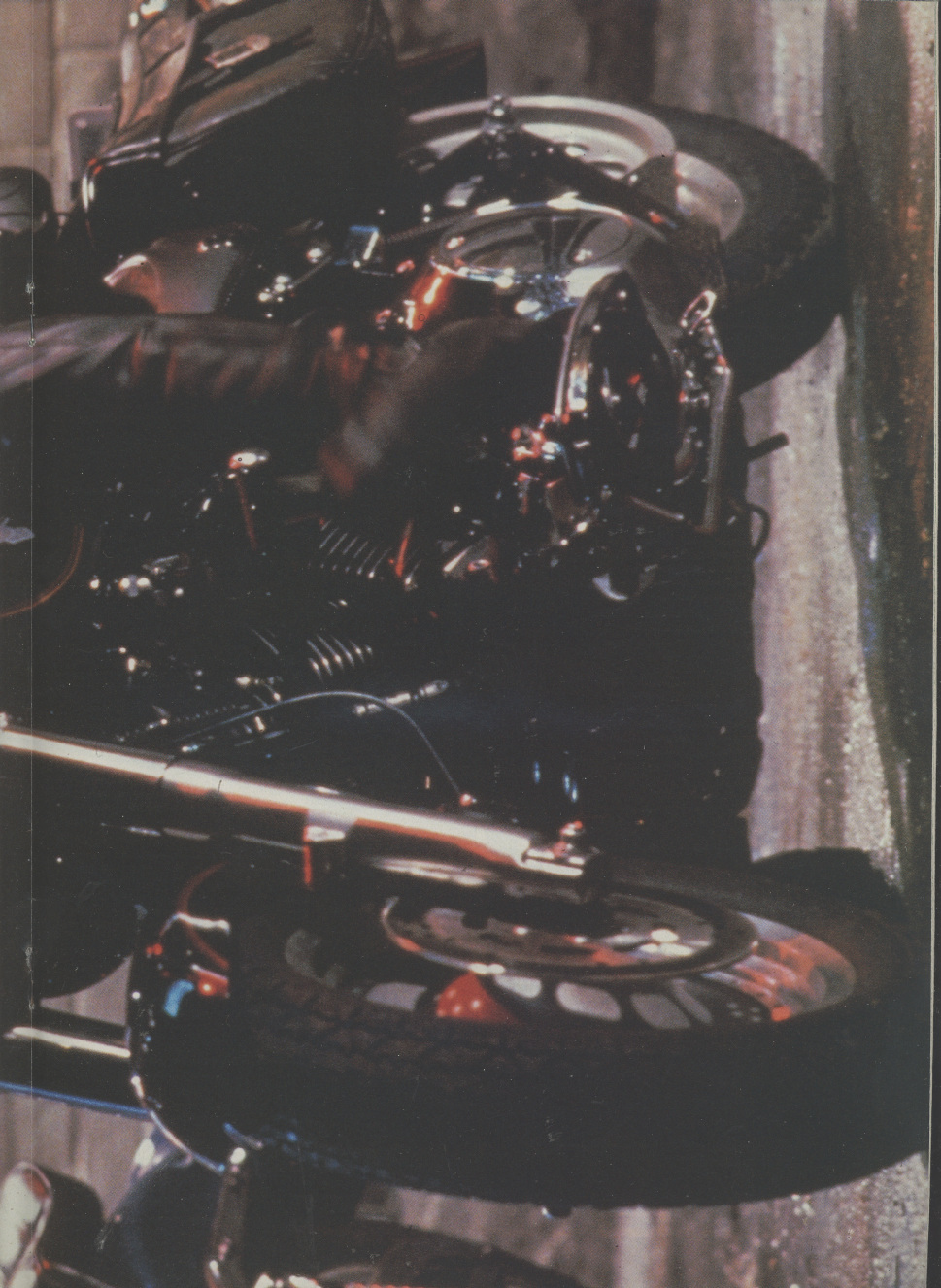
It's a chase movie, almost a remake of THE TERMINATOR, with a generous helping of ALIENS (particularly in the development of Sarah Connor as a kind of Ripley-on-acid, and the finale's ALIENS-reminiscent set).

But the way it's pulling in money all over the world ($115 million in three weeks in the U.S. alone), it's quite likely to end up the highest-grossing movie of all time. And if that's bad news for low-budget film-makers, it's good news for genre lovers like you and me.

But although it's as violent a movie as Arnie devotees have come to expect, it has a real '90s conscience – as Cameron puts it, "This film says, 'You like that action? You like that violence? This person pays the price," – and that's as good a reason I know for pushing back the cinematic envelope.

WORDS: Dave Hughes


YC POSTER



TERMINATOR 2 FILM REVIEW



Ten years later and Arnie's back. But this time he's not on a killing mission. He's a Terminator cyborg reprogrammed and sent back to the 20th Century to protect John Connor, son of Sarah Connor, the Terminator's quarry in the original film.

In the future, John Connor becomes the resistance's leader. Humans fight against the machine-might of Skynet, a military defence project built in the late 1990's by humans that went terribly wrong. Skynet had, y'see, triggered a huge nuclear war ('Judgement Day') in the late 1990's which decimated the human population.

To get back to the early 90's, another Terminator has been sent to eliminate John. And this isn't the metal-and-skin of Arnie, but a revolutionary new make of Terminator (T-1000), made of liquid metal. Every time something happens to it, it just re-forms. And not just in one shape; in any shape it feels like.

It can imitate people it has come into contact with, tools, knives - quite a few rather nasty things, as it goes. It's even more unstoppable than Arnie. Problem, huh?

Once the T-800 (Arnie) has found John, the film becomes an eternal chase, as the T-1000 (in the form of a mean-looking cop) comes after them, and, later, them and Sarah Connor, who boy and cyborg spring from a mental asylum. It seems that no matter how much ammunition (and, believe me, he gets through *a lot*) is fired at the T-1000 he just keeps coming...

The whole movie is an excellently-filmed, nicely-soundtracked, real-action extravaganza, with a wealth of special effects including the oozing, object-forming, liquid-metal body of the T-1000 and the mass of explosions, crashes... it's just great.

It keeps you going right up until the finale, with its mixture of suspense and humour (like Arnie learning Spanish street-slang, such as "Hasta la vista, baby" and the immortal "No problemo", which surely threatens to replace the immortal "I'll be back" of original).



Quite simply the best film this year.

REVIEW: Jeff Davy

TERM... THE GA...

With another massive film stonking its way to cinemas near you, it's obviously (as sure as the Pope is Catholic) got to be 'seen the film/read the book/worn the hat/heard the song... now play the game' time.

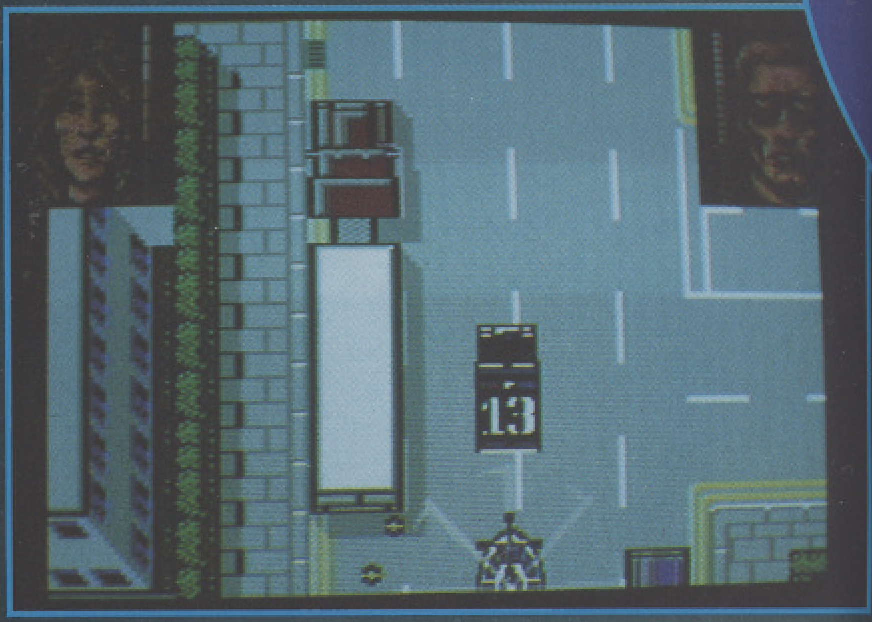
And so it is, with Ocean's cartridge-based (although it will be bout on tape and disk too) 'game of the T2 film', which takes sequence-slices from the movie and turns them into chunks of game action.

Anyone who hasn't seen the film yet should think carefully before reading on, the game follows the plot and if you don't want to know what happens... But, hell, you probably all know already (and if you don't, read the film review!) so let's crack on!

The first chunk comes as a fight, between Arnie and the T-1000, in the corridor of the amusement arcade where John Connor has been found. As Arnie, you must pummel your opponent with well-placed fists and some frantic headbutting. At this stage the T-1000 is fairly easy to knock out.

Next it's onto the chase, well, one of many, anyway! Arnie, having swiped John from a small racing bike onto the back of his Harley Davidson motorbike (yeah!), is being chased down a large concrete storm drain by the T-1000, who just happens to be driving a rather large truck.

The only way to get out alive is to jump over numerous puddles using



ramps provided and not to crash into foliage or other obstacles. Every time you do something wrong, you take a knock back. One knock too many and you get splatted on the front of the following truck.

If you escape that, it's operation time! Arnie's (robot) arm needs some attention, a bit of an operation, as it goes.

This takes the form of an involving puzzle game in which you get a view of



INATOR 2 GAME

"No problemo!" said **Jeff Davy**, when asked to write an exclusive review of the T2 game. Everyone else though the job might be a 'raw deal' (That's enough rubbish Arnie Jokes!)

Arnie's wrist and a row of mixed-up metal joints to shuffle



before the end of a time limit. If you succeed, full energy is restored. Good, eh?

Sarah Connor has to be helped to escape from a mental asylum, next, and this is a sort-of side-on maze game with a warren of lifts and corridors to negotiate and a host of guards and lackeys to avoid.

A few minutes later and Arnie must stall for time (with his gun, yeah!) while Sarah and John escape in the lift. This involves another killing sesh with the T-1000.

Puzzle time again for the following instalment. This time it's a 'rearrange-the-blocks'-style puzzle game. The blocks make up Arnie's face and if you complete the puzzle within the time limit, you get all your energy back!

The corridors make a return as Arnie finds himself shooting through waves of SWAT team people to get out of the Cyberdyne Laboratories building. This is more lifts and lackeys-style play. Let rip with the pump-action!

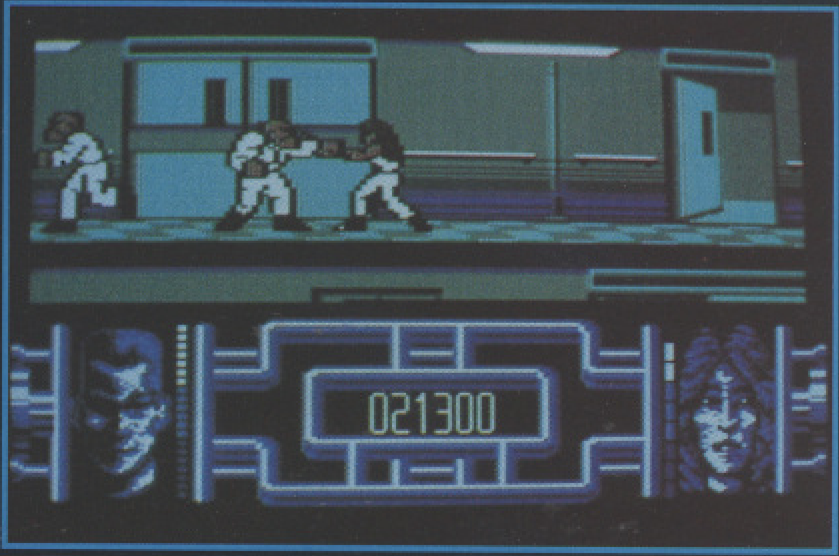
In the penultimate level, Arnie is driving a stolen SWAT van from the Labs, as the T-1000 follows in a chopper. You have to drive the van, avoiding anything that gets in the way, whilst Sarah shoots the chopper from the back until it crashes (or you crash!).

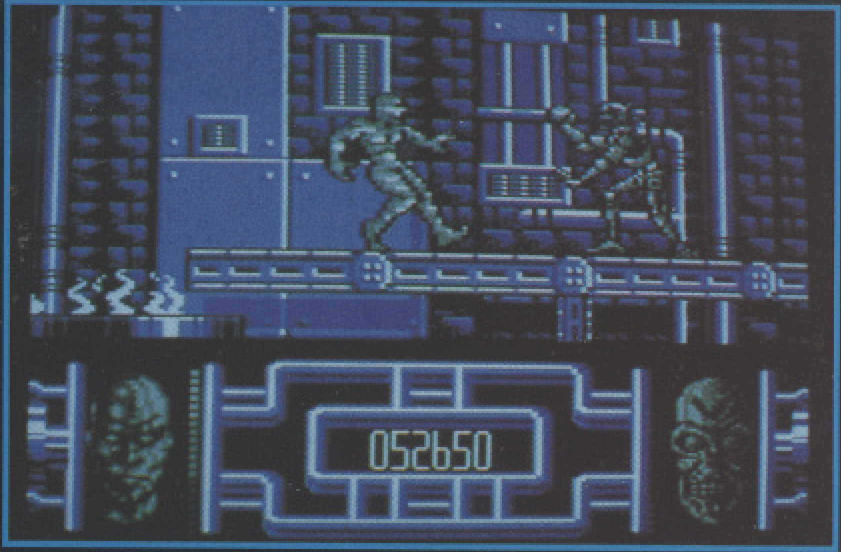
The final part takes place in the... well, see the film. It's a fight sequence and even if you drain all the T-1000's energy, you still have to guess how to finish him off... "Watch the film, dudes" as YC's film-mole Dave Hughes would say.

This clocks in as one of the best 'game-of-the-film' adaptations on the C64. The action is fast and furious, it moves fast, the comic-strip-esque graphics fit the game very well and the sound is consistent throughout.

There's been a whole lotta attention to detail, too, especially with the customary between level screens which explain the ongoing plot.

Get hold of this one. It's almost as mean as Arnie!





CREDIT CARD

SONICS	GRAPHICS	FIX FACTOR	HALF LIFE
Mean-sounding game theme and some satisfying sound throughout.	Impressive, especially on the fight and corridor scenes.	Good gameplay will attract and absorb you.	You'll keep coming back, just like the Terminator itself.

NAME: Terminator 2.
SUPPLIER: Ocean.
PRICE: Tape £10.99, Disk £15.99
RELEASE DATE: Out now (probably).

OVERALL 94%

No game can capture the film's atmosphere and power but this'll go a fair way.

TERMINATOR 2 COMICS

THE TERMINATOR: SECONDARY OBJECTIVES

#1 (of 4)
Dark Horse

Wow! What a right rousing corker of blood, guts, metal and bullets. What we don't get in Secondary Objectives part one - the sequel to Tempest - is a moment's break from the action that no Termite could live without. We find that one of the droids from Tempest has survived and we essentially just get to watch in on his furious rampage through the cops of L.A.

Its best features are definitely the pace and the artwork, but this is quite honestly the best of all the Terminator comics now being released/re-released!

✪✪✪✪✪

THE TERMINATOR: ONE SHOT

Dark Horse

This thin graphic novel has far more contact to Terminator - the movie, mainly because it deals with a Terminator that appeared in America at the same time as Arnie, only this one went after the wrong Sarah Connor, and is a female model of the androids.

The comic itself has three redeeming features; firstly, it's drawn by Matt Wagner, one of the most down-to-earth and 'eye-friendly' artists currently working in comicdom (he's just drawn the soon-to-be-released Batman vs. Grendel for DC); secondly, it has more action than the Arnie flick itself; and thirdly, it has the most innovative 3D pop-out section ever seen in this medium.

That's about it, it's not as good as Tempest, but no Termite (a Terminator fan) can do without it.

✪✪✪

THE TERMINATOR: TEMPEST

Dark Horse

This is a collection of the first series of Dark Horse officially-licenced comics that do not rely on a movie adaptation or any other such pile of unholy crap.



It's totally based on the 'idea' behind the original Terminator film and does not dwell on that movie plot as such. Instead it sends three 'new' Terminators to modern day America to actually enact as bodyguards to a scientist who is to perfect Artificial Intelligence, and therefore inject the necessary spark into creating 'The Machine'.

Similarly, a bunch of human combat troops from the future have come back to kill the scientist and prevent The Machine from ever coming to pass, almost as if it's a complete swap on the plot of the first cinematic episode.

The artwork is exhilarating, the storyline (across four parts) moves at a pace that although, at times, leaves certain major questions unanswered, and a few errors in continuity (why has one of the Terminators got his face covered in bandages in one frame, and only half-covered in others?), but these are just rather petty niggles and I'd prefer to stick to saying that if you were even slightly turned-on by the original, this'd get you a slice of action that under 18s will be sorely missing.

✪✪✪✪

REVIEWS: Rik Henderson

TERMINATOR 2 MUSIC

(Guns 'n' Robots!)

Controversial (i.e. they keep getting into trouble) Los Angeles band Guns 'n' Roses are probably the ideal people to have done the T2 theme. Apart from the fact that their marauding metal sound slots well into the film's leather, bikes and guns action atmosphere, they once released a single on a record label called 'Uzi Suicide'. Maybe Arnie would be proud!

The band have had four Top 10 singles now. 'You could be mine' (the T2 theme) was just the latest in a string of hits since 1988. In that time there have been 2 LPs as well.

The new albums 'Use Your Illusion' 1 & 2 are planned for release simultaneously in the next month or so. But the time between their first album and this hasn't been easy.

They've been accused of being racist, anti-gay, and a bad ifluence on young people. Lead singer Axl Rose was sacked from the band one evening, then he came back and sacked the other band members, then they all came back and sacked the drummer (who couldn't get over the drugs the band had been taking whilst on tour).

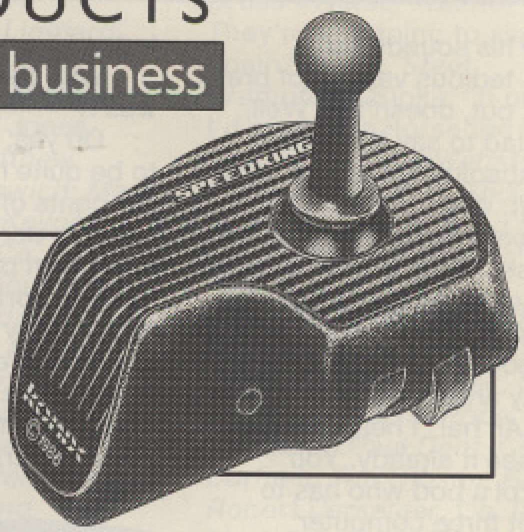
Most recently, there was a riot at one of their US gigs that caused $200,000 worth of damage to their equipment and the venue. And they're over here at the end of August!



WORDS: Jeff Davy

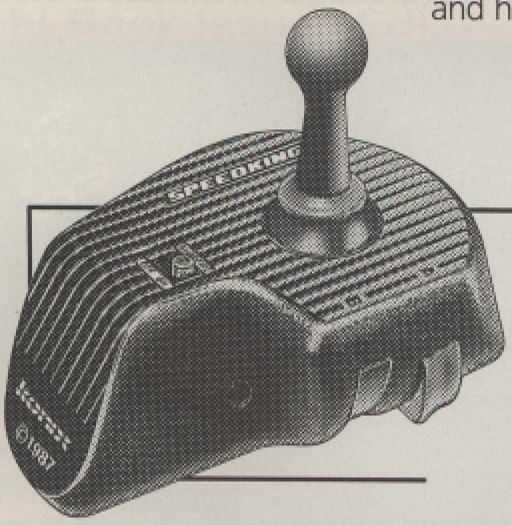
WORLD CLASS HOTSHOTS FROM

KONIX
COMPUTER PRODUCTS
The fastest reactions in the business



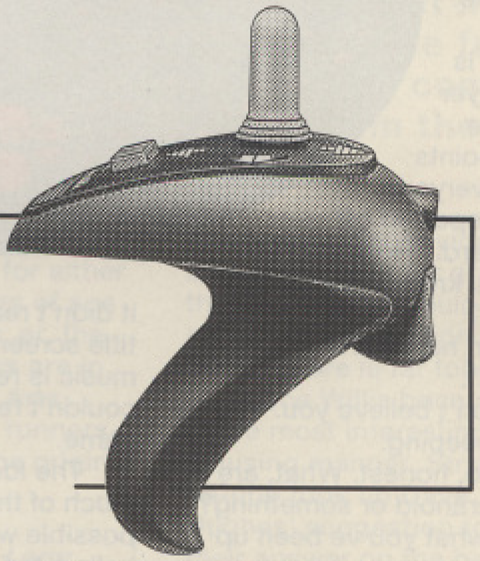
SPEEDKING
formidable firepower in the palm of your hand

Designed for super accurate, high speed action. The fire button is positioned right under your trigger finger and unique micro switches let you feel and hear every move of the stick.



SpeedKing performance plus easily accessible autofire switching for instant and even firepower.

SPEEDKING
with AUTOFIRE



NAVIGATOR
awesome accuracy at your fingertips

Ergonomically designed for perfect grip, the natural trigger finger action gives super fast response with minimum fatigue. Unique microswitch modules give you precision control that you can feel and hear.

UNBEATABLE RELIABILITY

SpeedKings and Navigator are fitted with unbreakable steel shafts and built to even higher specification than before. So you'll probably never need the 12 month guarantee that comes with them.

THE BALL GAME

The only person with enough balls to review this was Richard Taylor, so here he is! (Booo ... that was a bit predictable! The Readers)

This sounds like a tedious version of break out, doesn't it? Well, I'm glad to say it isn't and has absolutely nothing to do with it. What is it then? Football? Pool? Noughts and crosses? That amazing Lunar Lander cartridge on the Vic-20? (God rest its soul) No, it's all about putting balls on a 3-d play area.

"Ah ha!" I hear you cry, "I can see it already. You control a bod who has to outwit three computer opponents and cover as much of the board with his balls (ahem) as possible. The winner is the player with the most points after everyone has teleported off the board." How the hell did you know? Played it before?

"Er, no. Just a lucky guess!".

I don't believe you. You've been peeping.

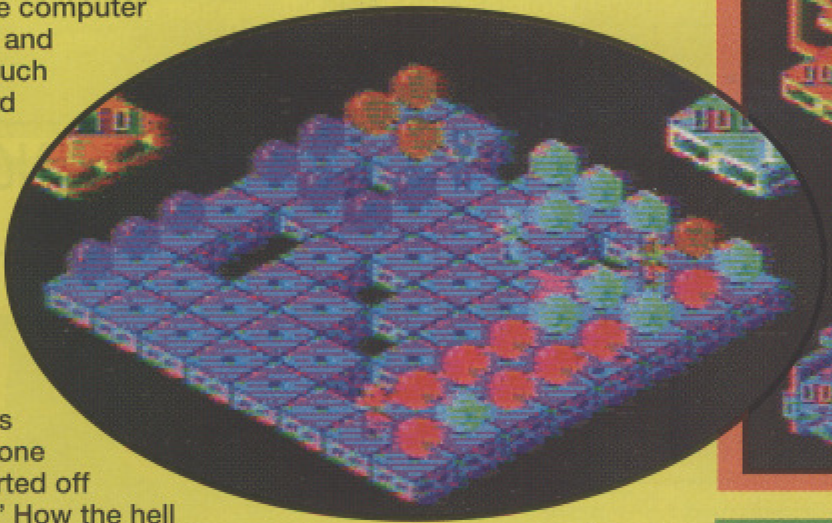
"No, honest. What, are you paranoid or something? I know what you've been up to!"

Oh my God! Who are you? Leave me alone! Arrghh! Nurse! Help me!

"Calm down, you bloody schizophrenic nutter. Keep taking your seretonin pills. Arguing with yourself. Indeed."

Who said that? Er, where was I?

Oh yes, this game. Well, to be quite honest, it bored the pants off me. I couldn't seem to derive any pleasure at all from playing it. It's idea is really boring and, er, I didn't really like it at all. The graphics are fairly good, the board looks nice. I feel sorry for the guy that wrote it, he obviously tried something different



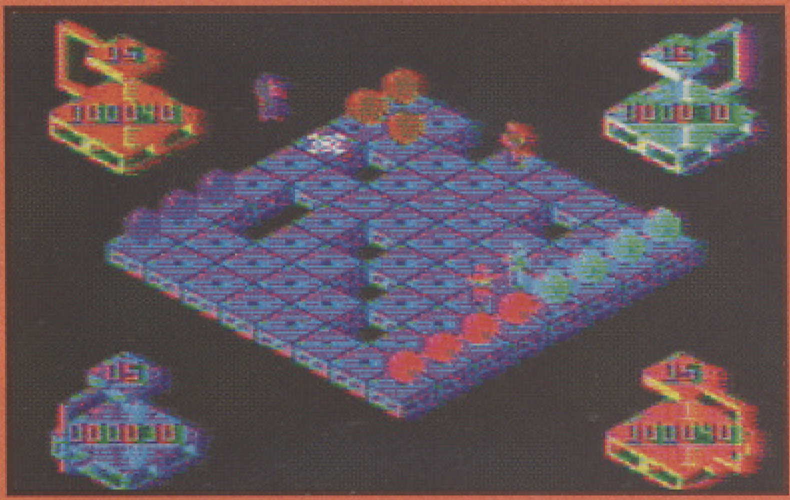
and, well it didn't really work. I liked the title screen also, and the music is really good. I just couldn't really get into the game.

The idea is to cover as much of the board as possible with your coloured balls (oh dear) and also change the colour of the opponents to yours. You can teleport around the screen, if you feel it necessary and place yours balls anywhere. Once the screen is full, the players will teleport off the board and the winner is the one with the most points after that.

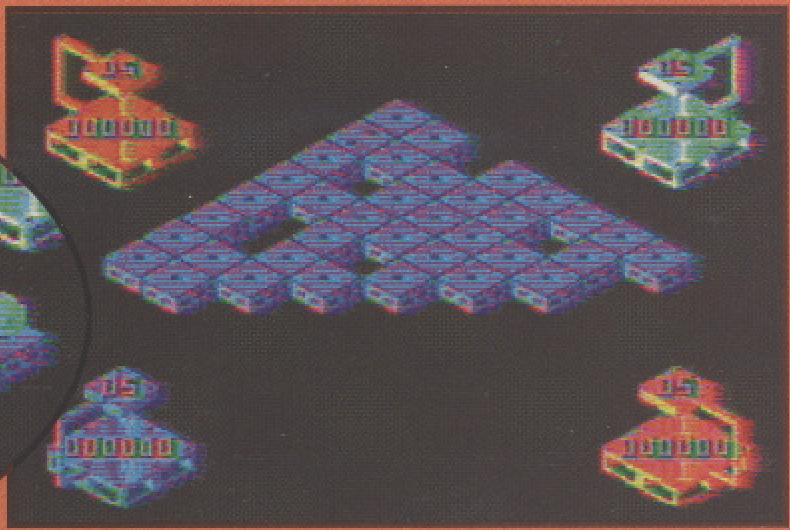
The graphics are OK, and the sound is good but I really recommend you play it first to decide whether its your thing or not.

Maybe as a budget game it would stand out more, but at the asking price it just doesn't really seem bothering with.

Sorry guys, we just didn't get on.



How long do you think we can hold back from making a comment about inflatable b... (straining noises)? Oh no, we couldn't hold it – look at all those INFLATABLE BALLS!!!!!



CREDIT CARD

SONICS	GRAPHICS	FIX FACTOR	HALF LIFE
The title music is good, and the effects are ok.	The board looks OK and the balls look good when inflating.	It just didn't grab me by the, er, balls!	Can't see anyone playing it for long.

NAME: The Ball Game.
SUPPLIER: Electronic Zoo.
PRICE: £10.99 Tape, £15.99 Disk.
RELEASE DATE: Out now.

OVERALL 30%

Better games with balls have been produced.

EVERYONE'S A WINNER (BABY) III

Hi (Twinkle)! It's the YC Office Fairy back again to inform all you lucky, lucky YC readers who's won the compos in the past few issues.

If you're a lucky enough sod to have won a prize, don't call us for a month or so, 'cos we're so busy editing the magazine that we've barely got time to stuff compo prizes into envelopes.

So, without much further ado-ing, here are the winners for the compos run in YC's dynamic June issue (still available from our back issues department, only... [Smack] Ouch! Back Issues Ed)...

"I've got inflatable balls" compo

This was your chance to win an inflatable American football, if you could answer a question about London's most successful American footie team. The answer was 'The London Monarchs' and the lucky winners are: *Justine Pritchard, Stourbridge; N.C. Coleman, London; Jason Firth, Aberford; Shane McElroy, Co. Down; Andrew Catarach, Hull.*

"YC Goody Bag" (June)

The only thing you needed to do for this was to send in a postcard with the name of the prize you wanted to win on it. Then we drew it from a hat (Jeff's rather battered Polish Steelworker hat, as it goes) and...

5 BEST OF INDIE TOP 20 CASSETTES: *Steven Taylor, Northwich; Matthew Tomlinson, Northwich; Mark Edwards, Milton Keynes; Shane McElroy, Co. Down; Robert Plaister, Birmingham.*

5 PARIS ANGELS CD'S: *Steven Taylor, Northwich; James Liddiard, Solihull; Aaron Hillyard, Stoney Stanton; Shane McElroy, Co. Down; Geoff Miles, RAF Bruggen.*

HUGE CUT-OUT BIFFA BACON: *Andrew Catanach, Hull;*

5 NAVY SEALS CARTRIDGES: *Sarah Sinker, Ellesmere; Alex MacLeod, Hillingdon; William Mason, Co. Down; Steve Mackman, Aylesbury; Robert Harvey, Harlow.*

5 NEW FAST AUTOMATIC DAFFODILS 12"S: *Brian Nissim, London; Steven Taylor, Northwich; Martin Birch, Havant; Matthew Arsehart, Didsbury; Mark Edwards, Milton Keynes.*

20 NAVY SEALS POSTERS: *Robert Rowe, Beckenham; Geoffrey Miles, RAF Bruggen; James Liddiard, Solihull; Steven Taylor, Northwich; Brian Nissim, London; Michael Jones, Swadlincote; Matthew Tomlinson, Northwich; Mark Edwards, Milton Keynes; Shane McElroy, Co. Down; N. C. Coleman, Southfields; David MacDonald, Peterborough; D.R. Steel, Brampton; Robert Plaister, Birmingham; Stephen Roberts, Dagenham; Kritoffer Miller, Penistone; Andrew Sutherland, Basingstoke; Simon Vincent, Stockport; Paul Gumsley, Whitby; Richard Lowe, St. Helens.*

"Gimme Gimme Gimme a copy of Turrican (After Midnight) Compo:

It was caption time here, and you needed to come up with a suitable caption for either one of the members of ace 70's band Abba or, er, the horse! Five Winners are in line for a Rainbow Arts goody bag and 10 runners-up get a copy of the original Turrican...

5 WINNERS: *Alex Legg, Fareham* - Horse: "Just look at those two, they've made a fortune out of selling their crap. I've produced piles of the stuff and they just gave it away!"; *Steven Dwyer, Glasgow* - Woman: "If he doesn't get his YC mag; he's bound to be in a stupor; then he'll start writing songs worse than Super Trouper!"; *A.N. Onymous, Waltham Cross* - Horse: "Oh no! They're not going to sing again?!"; *D.R. Steel, Brampton* - Bloke: "If only I'd made the horse the lead singer!"; *Debbie Webster, Harlow* - Woman: "This wine must be the only thing that's worse than our singing!".

10 RUNNERS-UP: *Nathan Ross, Solihull; Robert Drew, Andover; Barry O'Neil, Co. Monaghan; John Pope, Liverpool; Paul Dent, Co. Durham; Tim Gibson, Bristol; Robert Dempster, Co. Down; Mark Borst, Co. Kevvy; P.J. Thompson, Bristol; Robert Harvey, Harlow; Peter Farren, Hull.*

"Well, the bit in the lift was quite funny, I suppose" compo: (Tales from the Script)

There were Ghost videos and T-Shirts up for grabs to the people who could complete the caption "I think Demi Moore is far too good for Bruce Willis because..." in the most interesting and amusing manner. Strangely no-one took up Dave Hughes' suggestion to enter their answer on the back of a 10 pound note. How strange!

D.R. Steel, Cumbria; H. Trayner, Northampton; Mr Smith, London; K. Grabowski, London; Ms Jones, Wales.

SOFTWARE

VISA

CECCO COLLECTION

CYBERNOID 1 AND 2, STORMLORD & EXOLON

CASS £5.50





COIN-OP HITS

OUTRUN, THUNDERBLADE, ROAD BLASTERS, SPY HUNTER & BIONIC COMMANDO

DISC £5.50

C64 GAMES (FULL PRICE)

	TAPE	DISK
3-D Construction Kit	17.50	17.50
Atomino	8.50	N/A
Back to The Future 3	7.50	10.99
Battlechess	N/A	11.99
Betrayal	NEW N/A	13.99
Brian Clough Football Fortunes	6.99	9.99
Buck Rogers	N/A	17.50
Champions of Krynn	N/A	17.50
Chips Challenge	7.50	10.99
Cluedo Master Detective	7.50	10.99
Colossus Bridge 4	8.99	10.99
Colossus Chess 4	7.50	10.99
Creatures	7.50	10.99
Cricket Captain (D&H)	7.50	N/A
Curse of Azure Bonds	N/A	17.50
Daily Double Horse Racing	7.50	10.99
Darkman	NEW 7.50	10.99
Death Nights of Krynn	N/A	17.50
Diplomacy	7.50	10.99
Elvira	NEW N/A	17.50
Emlyn Hughes Soccer	7.50	8.99
E.S.W.A.T.	7.50	N/A
F-16 Combat	10.99	13.99
Fun School 3 (U. 5)	9.99	12.99
Fun School 3 (5-7)	9.99	12.99
Fun School 3 (7+)	9.99	12.99
Golden Axe	7.50	10.99
Grand Prix (D&H)	7.50	N/A
Gremlins 2	7.50	8.99
Hero Quest	7.50	10.99
I Play 3D Soccer	NEW 7.50	10.99
Jack Nicklaus Golf	7.50	12.99
Jack Nicklaus Courses Vol 1	N/A	8.99
Jack Nicklaus Champ. Courses	N/A	8.99
Jack Nicklaus Int. Courses	N/A	8.99
Kick Off 2	7.50	10.99
The Last Battle	NEW 7.50	10.99
Last Ninja 3	9.99	12.99
Lotus Esprit Turbo Challenge	7.50	10.99
Magic Candle	NEW N/A	11.99
Man Utd.	7.50	10.99
Man Utd. Europe	8.99	11.99
Mercs	8.99	11.99
Mighty Bombjack	7.50	8.99
Monopoly Deluxe	7.50	N/A
Multi Player Soccer Manager	7.50	N/A
NARC	7.50	10.99
The National	7.50	N/A
Navy Seals (Cartridge only)	19.99	19.99
Ninja Remix	7.50	10.99
North and South	NEW 8.99	11.99
Pang (Cartridge)	NEW 19.99	19.99
Pool of Radiance	N/A	17.50
R.B.I.2	NEW 7.50	12.99
Rick Dangerous 2	7.50	10.99
Robocop 2 (Cartridge Only)	19.99	19.99
Scrabble, Monopoly & Cluedo	13.99	N/A
Security Alert	8.99	10.99
Shadow Dancer	8.99	11.99
Sim City	N/A	13.99
Skull & Crossbones	7.50	10.99
Sporting Triangles	7.50	11.99
Stealth Fighter	10.99	13.99
Summer Camp	7.50	10.99
Super Cars	7.50	10.99
Super Monaco Grand Prix	7.50	12.99
Supremacy	10.99	N/A
Switchblade	7.50	10.99
Swiv	7.50	10.99
Tank Attack	8.99	10.99
Trivial Pursuit	10.99	13.99
Turrican 2	7.50	10.99
Twin World	7.50	N/A
Ultima 6	N/A	17.50
Ultimate Golf	10.99	13.99
Viz	7.50	10.99
World Championship Boxing	7.50	10.99
World Championship Soccer	7.50	8.99

C64 GAMES (BUDGET)

2 Player Soccer Squad	3.99
2 Player Super League Soccer	3.99
4 Most Sport (Soccer Boss etc.)	2.99
1942	2.99
A.P.B.	NEW 3.99
Ace	1.99
Afterburner	3.99
American 3-D Pool	3.99
Arkanoid 1 or 2	3.99
Armalyte	3.99
Australian Rules Football	2.99
Ballistix	NEW 3.99
Barbarian	2.99
Barbarian 2	3.99
Batman The Caped Crusader	3.99
Beachhead 1 & 2 & Raid-Moscow	4.99
Blood Money	NEW 3.99
Bombjack 1 or 2	2.99
Bouncing Heads	NEW 3.99
The Boxer	2.99
Boulderdash 4	2.99
Boxing Manager	3.99
Bubble Bobble	NEW 3.99
Buggy Boy	2.99
C.J.'s Elephant Antics	3.99
California Games	3.99
Championship Golf	3.99
Chuckie Egg 1 or 2	3.99
Classic Punter	2.99
Classic Trainer	2.99
Commando	2.99
County Cricket	3.99
Crazy Cars	3.99
Cricket Master	2.99
Cup Football	3.99
Daley Thompson's Decathlon	3.99
Daley Thompson's Olympic Challenge	3.99
Delta	3.99
The Double	2.99
Double Dragon	2.99
Dragon Ninja	3.99
Euro Boss	2.99
Fantasy World Dizzy	3.99
Ferrari Formula One	3.99
Fighter Pilot	2.99
First Past the Post	3.99
Football Champions	3.99
Football Director	3.99
Football Manager	2.99
Football Manager 2	2.99
Football Manager 2 Expansion Kit	2.99
Footballer of the Year 2	3.99
Footballer of the Year 2 (Disk)	5.99
Forgotten Worlds	3.99
Fruit Machine Sim 2	3.99
Galdragons Domain	2.99
The Games Summer Edition	3.99
Ghostbusters 2	3.99
Ghosts and Goblins	2.99
Graham Gooch	2.99
Grid Iron 2	2.99
Hawkeye	3.99
I.K.+	3.99
I.O.	NEW 3.99
Impossamole	NEW 3.99
Impossamole (Disk)	NEW 5.99
International Manager	3.99
International Soccer	3.99
Ikari Warriors	2.99
Jocky Wilsons Compendium Darts	3.99
Kenny Dalglish Soccer Manager	2.99
Kentucky Racing	2.99
Kick Boxing	2.99
Kick Off	3.99
Last Ninja	2.99
Magic Land Dizzy	3.99
The Match	NEW 3.99
Match Point	3.99
Matchday 2	3.99
Moonwalker	NEW 3.99
Motorcycle 500	3.99
On the Bench	3.99
Outrun	3.99
Paperboy	2.99
Passing Shot	2.99
Pitstop 2	2.99
Popeye 2	2.99
Professional Footballer	3.99
Pub Games	2.99
Quattro Adventure	3.99
Quattro Arcade	3.99
Quattro Cartoon (Little Puff etc.)	3.99
Quattro Coin Ops (Fast Food etc)	3.99
Quattro Power	3.99
Quattro Sports	3.99
Quattro Superhits	3.99
R-Type	3.99
Real Ghostbusters	3.99
Red Heat	3.99
Renegade 1 or 3	3.99
Return of the Jedi	3.99
Roadblasters	2.99
Rock Star Ate My Hamster	3.99
Rugby Coach (D&H)	3.99
Rugby Manager (Mastertronic)	2.99
Running Man	3.99
Saboteur 1 or 2	1.99
Salamander	3.99
Sam Fox	2.99
Scooby Doo and Scrappy Doo	3.99
Shinobi	3.99
Snooker Management	3.99
Soccer Director	2.99
Soccer Q	3.99
Soccer 7	3.99
Soccer Star	3.99
Spike In Transylvania	3.99
Spy Hunter	2.99
Steve Davis Snooker	2.99
Striker Manager	3.99
Strip Poker 2	2.99
Summer Games	2.99
Target Renegade	3.99
Tetris	2.99
Thomas the Tank Engine	2.99
Tracksuit Manager	2.99
Trapdoor 1 & 2	2.99
Treasure Island Dizzy	3.99
Treble Champions	4.99
The Untouchables	3.99
Vindicators	3.99
Wembley Greyhounds	NEW 3.99
Wizball	3.99
Wonderboy	3.99
World Class Leaderboard, Leaderboard & Tournament	4.99
Yie Ar Kung Fu	3.99
Yogi and the Greed Monster	2.99
Yogi Bears Great Escape	2.99

CITY

Unit 4, B.D.C., 21 Temple Street, Wolverhampton, WV2 4AN.
Tel: 0902 25304. Fax: 0902 712751

CALL US ON: 24 HOUR CREDIT CARD HOTLINE 0902 25304

COMPILATIONS

COIN OP HITS
OUTRUN, THUNDERBLADE, ROAD BLASTERS, SPY HUNTER & BIONIC COMMANDO
DISC 5.50

COIN UP HITS 2
DYNASTY WARS, NINJA SPIRIT, VIGILANTE, HAMMERFIST & GHOULS AND GHOSTS
CASS 12.99 DISC 14.99

PLATINUM
STRIDER, BLACK TIGER, GHOULS AND GHOSTS, FORGOTTEN WORLDS & L.E.D. STORM
CASS 10.99 DISC 13.99

SUMMER MADNESS
GHOSTBUSTERS 2, IMPOSSIBLE MISSION 2, HUNTERS MOON, THUNDERBLADE, HOT ROD, L.E.D. STORM, BLASTEROIDS, DELTA, INDIANA JONES & GALAXY FORCE
CASS 7.50

HOLLYWOOD COLLECTION
ROBOCOP, INDIANA JONES LAST CRUSADE, BATMAN THE MOVIE & GHOSTBUSTERS 2
CASS 9.99 DISC 13.99

DIZZY COLLECTION
DIZZY, FAST FOOD, FANTASY WORLD DIZZY, TREASURE ISLAND DIZZY & MAGICLAND DIZZY
CASS 6.99

ADDICTED TO FUN
BUBBLE BOBBLE, RAINBOW ISLAND & NEW ZEALAND STORY
CASS 7.50 DISC 10.99

HEROES
LICENCE TO KILL, BARBARIAN 2, STAR WARS & RUNNING MAN
CASS 8.99

SYSTEM 3 PACK
MYTH, VENDETTA, TUSKER & I.K.+
CASS 11.99 DISC 14.99

ITS TV SHOWTIME
KRYPTON FACTOR, BULLSEYE, BOB'S FULL HOUSE & EVERY SECOND COUNTS
CASS 7.50

PACK OF ACES
INTERNATIONAL KARATE, BOULDERDASH, WHO DARES WINS 2 & NEXUS
CASS 3.99

THRILLTIME PLATINUM
BUGGY BOY, SPACE HARRIER, LIVE AND LET DIE, OVERLANDER, DRAGON'S LAIR, THUNDERCATS, BEYOND THE ICE PALACE, GREAT GURIANOS & HOPPING MAD
CASS 5.50 DISC 7.50

TEST DRIVE 2 COLLECTION
TEST DRIVE 2 (THE DUEL), MUSCLECARS, EUROPEAN CHALLENGE, SUPER CARS & CALIFORNIA CHALLENGE
DISC ONLY 17.50

VIRTUAL WORLDS
TOTAL ECLIPSE, CASTLE MASTER & THE CRYPT
CASS 10.99 DISC 13.99

SIX APPEAL
RICK DANGEROUS, TWINWORLD, PUFFY'S SAGA, P47 THUNDERBOLT, PICK N PILE & SATAN
CASS 10.99 DISC 13.99

CECCO COLLECTION
CYBERNOID 1 AND 2, STORMLORD & EXOLON
CASS 5.50

POWER UP
RAINBOW ISLANDS, ALTERED BEAST, X-OUT, TURRICAN & CHASE H.Q.
CASS 11.99 DISC 13.99

PREMIER COLLECTION
FLIMBO'S QUEST, LAST NINJA 1 & 2, MYTH, DOMINATOR & INTERNATIONAL KARATE
CASS 12.99 DISC 14.99

THE WINNING TEAM
A.P.B., KLAX, VINDICATORS, CYBERBALL & ESCAPE – PLANET ROBOT MONSTERS
CASS 10.99 DISC 14.99

FISTS AND THROTTLES
BUGGY BOY, THUNDERCATS, ENDURO RACER, IKARI WARRIORS & DRAGON'S LAIR
DISC ONLY 3.99

MULTIMIXX 3
STREETFIGHTER, 1943 & BIONIC COMMANDO
CASS 4.99

PHANTASIE
PHANTASIE, PHANTASIE 3 & WIZARDS CROWN
DISC ONLY 17.50

FISTS OF FURY
DOUBLE DRAGON 2, SHINOBI, DYNAMITE DUX & NINJA WARRIORS
CASS 9.99 DISC 16.99

WINNERS
THUNDERBLADE, L.E.D. STORM, BLASTEROIDS, IMPOSSIBLE MISSION 2 & INDIANA JONES
CASS 5.50

ROAD WAR
ROADWAR 2000, RAODWAR EUROPA & WARGAME CONSTRUCTION SET
DISC ONLY 17.50

4 MOST WARZONE
ARMY MOVES, 19 BOOT CAMP, RIVER RESCUE & WAR
CASS 3.99

WHEELS OF FIRE
TURBO OUTRUN, CHASE HQ, POWERDRIFT & HARD DRIVIN'
CASS 10.99

6 PAK VOL 2
EAGLES NEST, BATTY, ACE, SHOCKWAY RIDER, INTERNATIONAL KARATE & LIGHTFORCE
DISC ONLY 3.99



WINNERS!

THUNDERBLADE,
L.E.D. STORM,
BLASTEROIDS,
IMPOSSIBLE MISSION 2 & INDIANA JONES

CASS £5.50

THRILL TIME PLATINUM

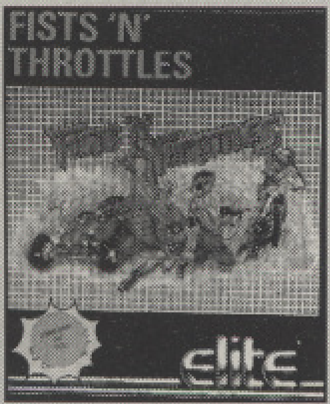
BUGGY BOY, SPACE HARRIER,
LIVE AND LET DIE,
OVERLANDER, DRAGON'S LAIR, THUNDERCATS,
BEYOND THE ICE PALACE,
GREAT GURIANOS
& HOPPING MAD



CASS 5.50 DISC 7.50

FISTS 'N' THROTTLES

BUGGY BOY,
THUNDERCATS,
ENDURO RACER,
IKARI WARRIORS
& DRAGON'S LAIR



DISC ONLY £3.99

ORDER FORM AND INFORMATION

All orders sent FIRST CLASS subject to availability. Just fill in the coupon and send it to: SOFTWARE CITY, Unit 4, The BDC, 21 Temple Street, Wolverhampton WV2 4AN.

ORDER FORM

NAME ....

ADDRESS ....

....

POSTCODE .... **TEL NO:** ....

Name of Game	Computer	Value
	Postage	
	TOTAL	

POSTAGE RATES: Please add 50p for post & packing on all orders under £5. EEC countries add £1 per item. Non EEC countries add £2.

PAYING BY CHEQUE: Cheques payable to Software City.

Previous Customer's Quote Ref. No: ....

Card No:.................... Expiry Date....................

Signature: .... **MASTERCARD VISA**

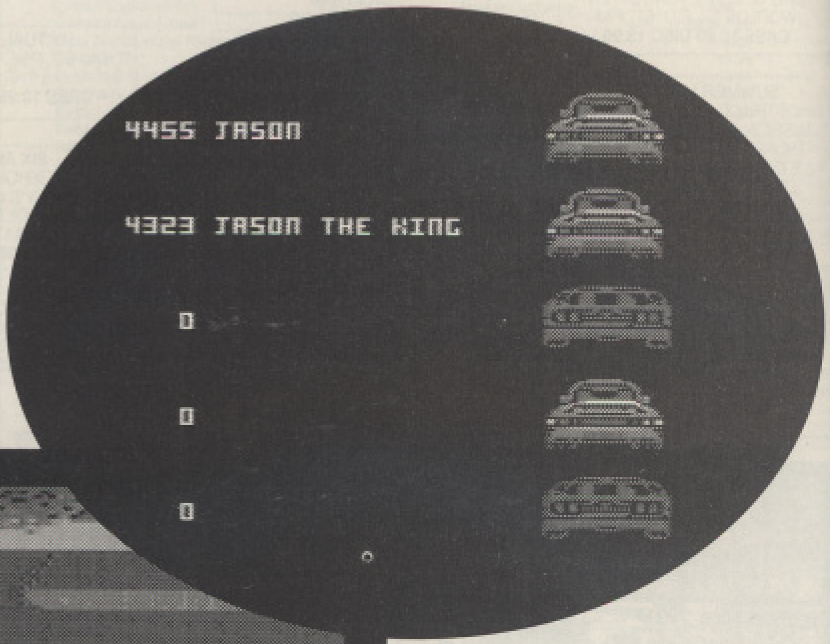
Date:.................... **AMEX** **YC 9/91**

BACK CATALOGUE

Title	Price
Badlands (Cass or Disc)	NEW 3.99
Boulderdash 1 & 2	NEW 2.99
Chameleon (Disc Only)	2.99
Continental Circus	NEW 1.99
Corruption Adventure (Disc Only)	3.99
Deactivators	0.50
Dynasty Wars	3.99
Escape – Planet Robot Monsters	3.99
Flunky (Disc Only)	2.99
Galaxy Force	2.99
Gary Linekers Hotshots (Disc only)	2.99
Ghostbusters 2	3.99
Graham Gooch Allstars	NEW 3.99
H.A.T.E. (Disc Only)	2.99
Heavy Metal + FREE Beach-Head	3.99
Hot Rod	2.99
Hunters Moon	1.99
Kenny Dalglish Soccer Match	2.99
Muncher	NEW 3.99
Ninja Warriors	3.99
North Star (Disc Only)	2.99
Pacmania (Disc Only)	3.99
Pipemania	3.99
Quedex	1.99
Question of Sport	2.99
Rainbow Warrior	2.99
Roy of The Rovers (Disc Only)	2.99
Shoot 'em Up Construction Kit (Disc Only)	4.99
Silkworm	NEW 1.99
Skooldaze	NEW 2.99
Star Wars Trilogy (Disc Only)	6.99
Sub Battle Sim	3.99
Task 3 (Disc Only)	2.99
Teenage Mutant Ninja Turtles	NEW 4.99
Through the Trapdoor (Disc Only)	2.99
Turrican	NEW 4.99
UBIK's Musik	0.99
Venom Strikes Back (Disc Only)	2.99
World Cup Soccer Italia 1990	3.99
X-Out	NEW 3.99

TEST DRIVE II
The Collection

Richard Taylor reviews the sequel to Test Drive. Is this the road to hell? – Choose your steed and go with speed...



Inspiration comes hard when sitting in a dim bar listening to Steve Miller and the clicks and clunks of pool balls.



Maybe I should be fast-car-cruising down the sea-front with the sounds of Metallica's 'Master of Puppets' blaring out of a 200 watt stereo. I'm sure that would help.

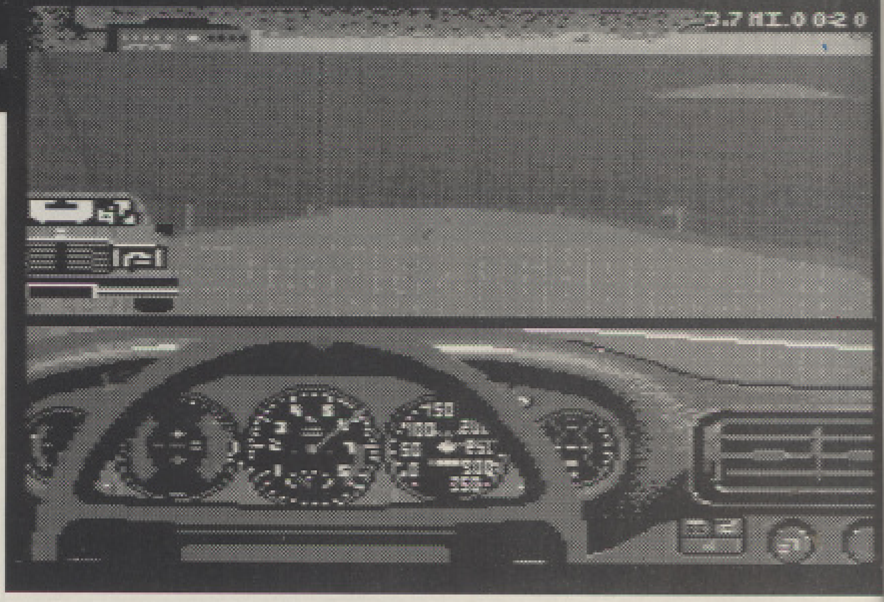
Unfortunately, I don't have access to a fast car and I don't live near the sea. Instead, I will have to do with a sitting room, with a large table, a 64 and the noises of urban life and clocks going about their relentless business. (OK, settings right, now the review, please! Ed.)

If the idea of fast cars appeals to you, then maybe you should look at this game and play your favourite loud music very loudly indeed.

Remember Test Drive? Well this, believe it or not, is the sequel. You may also remember that the first one had limited cars and only one landscape to drive through. This is where the follow up differs.

When the game has loaded, you are presented with a menu giving the option to change your car, opponent and setting. There are five disks in the package, four of which are dedicated to selection the above.

There are already a few cars on the master disk, and two other disks. These range from top-of-the-range sports



cars (Ferraris, Porsches, etc.) to slightly slower 'all-terrain' cars including Trans Ams, 1967 Pontiac GTOs and clapped out Cortinas. I was rather taken with the 1969 Dodge Charger Dayton, a muscle car. What a baby!

There are also two scenery disks, one of which is entitled 'California Challenge' which contains tracks like Eureka to Rockport, Santa Barbara to Mexico and the like.

The other disk is 'European Challenge' on which you can race through Germany, Holland, France and Spain, and a few more.

Once you have decided which car is best and which track you'd like to burn, then you should be ready to go. Oh, you may like to race the clock or computer as well. (Another option.)

When the game has actually started, you will realise it is pretty much exactly like the prequel in it's control and play. For anyone unfamiliar with this, an explanation.

The view you are given is that of inside the car. You are able to see the cockpit fully, with all dials, gears etc. This obviously changes from car to car, and it may be the only time in your life you can actually see what it's like to sit in an '88 Lamborghini Countach 5000S!

The control varies also from car to car, it is very easy to lose control of a fast car going flat out. I preferred the handling of a Muscle car.

When you have finished the circuit, you choose another until you have raced them all. After this? Well, who knows. You are also able to re-select a car at any time in between races, so if it isn't fast enough, go for another.

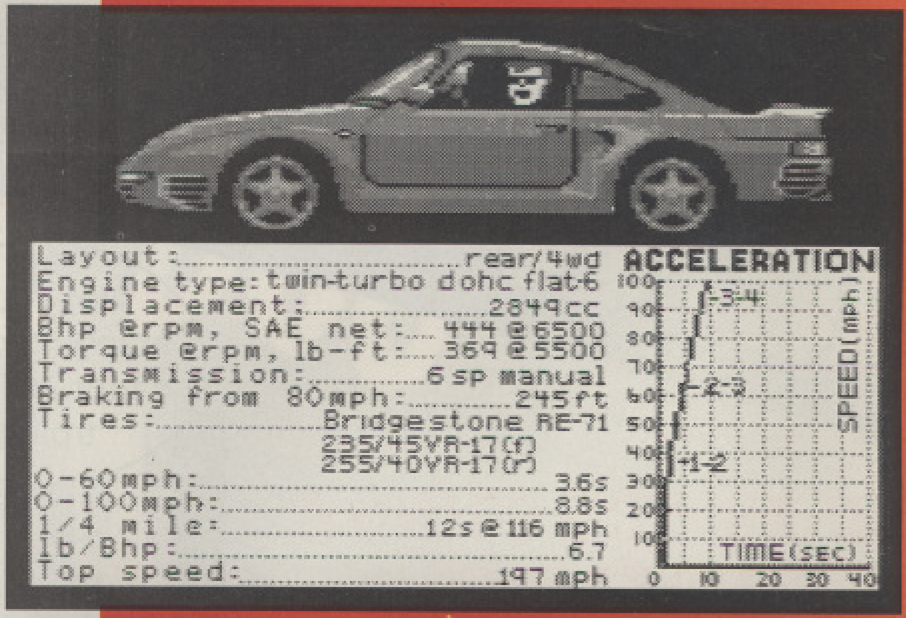
On the whole I found the gameplay far too similar to Test Drive, i.e. I didn't really like it that much. The control throughout isn't too great and the in-game graphics are pretty awful.

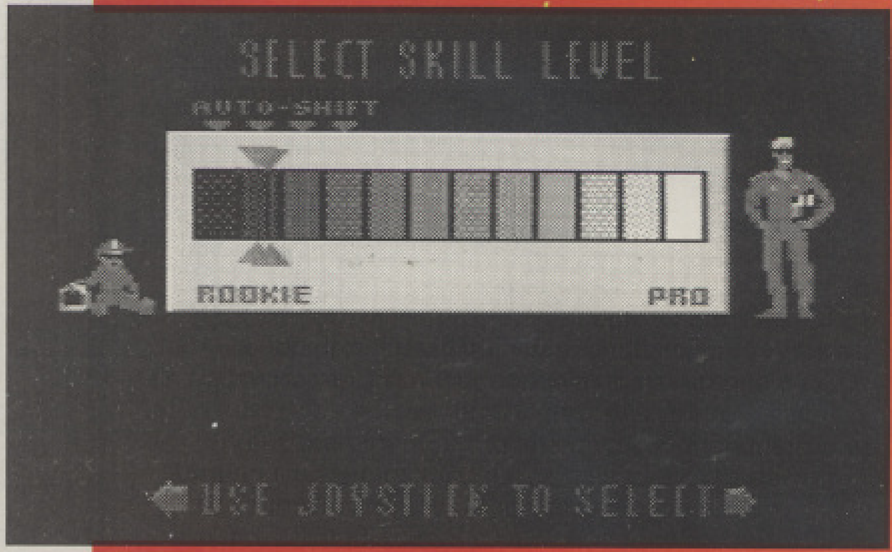
It's all very well presented, even if the modifications are a little difficult and tedious to operate, but presentation just doesn't make a good game.

The music and sound is, er, OK. No it's not, it's bloody awful! I wasn't impressed.

I'd say that if you own TD1, unless you REALLY liked it, don't buy this. Not enough play variation. If you don't own the other one, look at this and play it first. It probably costs a lot of money.

Oh well, it's a nice day and the sun is really pounding. I might just go and cruise down the Boulevard in my Hillman Avenger, listening to Chris Rea's 'Road to Hell' and have a conversation with David Niven's fridge.









CREDIT CARD

SONICS	GRAPHICS	FIX FACTOR	HALF LIFE
Not very good really.	Also not very good.	May have some initial appeal.	I can't see many people playing this for long.

NAME: Test Drive II.
SUPPLIER: Accolade.
PRICE: £24.99 Disk only.
RELEASE DATE: Out now.

OVERALL 40%

This game will test your patience, \instead of your driving ability.

NEXT MONTH

IN THE MAGAZINE THAT CAN SAY 'SALMON' IN POLITE CONVERSATION AND NOT BE BEATEN ABOUT THE HEAD AND TESTICLES BY THE WEST MIDLANDS SERIOUS CRIME SQUAD...



OO-ER! YC'S GOING A BIT FUNNY:

Yep, your fave C64 mag is having a funny turn, thrashing about on the floor like a flipped turtle, and wetting its knickers after drinking a strange, bubbling concoction!

But what's happening, me-laddies?

FUNNY THING 1: The design is going to become funky, flighty, and so downright fruity that you'll all wonder where you put your dazzle-resistant glasses!

FUNNY THING 2: The regular columns are going to become a bit more informative (and a bit more funny)!

FUNNY THING 3: There'll be oodles and oodles more colour than EVER before (it'll be like we had an accident in a paint factory), so you'll have to put away your crayons 'cause we've done it for you!

FUNNY THING 4: Loads more reviews will be spattered around the incredibly well-endowed pages!

FUNNY THING 5: And we see the incredible 'from-the-dead'-style return of Rik 'Amigas are crap really, gimmee my Commie back' Henderson, as Group Editor and all-round cynical old (?) hack!

ALSO:
THE YC HUMLIATION TOUR PART TWO (HONEST)

Storm has volunteered to host the YC 'gimmee more sandwiches and coke' team, and they'll wish they hadn't when they find out their office has been turned into a small bedsit for a number of homeless bums (i.e. The YC team).

A NEW, IMPROVED VERSION OF ON THE TAPE:

The tape is going to be well stonky and no mistake. Firstly, we're giving you four incredibly swanky FULL games (some of which you'll have heard of, and some are completely original), plus one demo of an upcoming brill game. And secondly, the On The Tape section (retitled 'Wheels of Steel') is to EXPAND, and give you some interesting things that nobody else has thought of yet.

YC OCTOBER '91

It's as chunky as dog huuuueeeey!

OUT SEPTEMBER 27

Once upon a time we really, really tried to supply exactly what was stated on the next month page, but now we couldn't give a sod! So if the next month page and the actual real content of the specified magazine were in any way different it's only because we've found something even more stiffy to put in instead!!!

Please Newsie, I would treat you like the good ol' Queen Mum if you'd be as chummy enough to put aside a copy of the incredibly splendid YC computer magazine! For this privelege I'd even give you quite a fair amount of spondoolies (#1.95 to be precise), and I would do this every month too!

MY NAME ....

MY ADDRESS ....

....

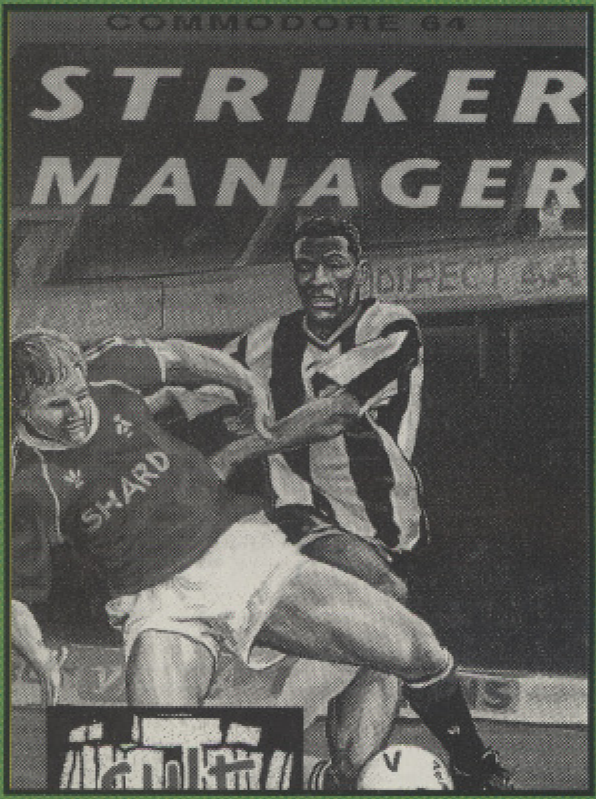
....

Give this to your Newsie before he emigrates to The Falklands, and becomes a sheep farmer!


THE NEW GENERATION IN JOYSTICK TECHNOLOGY
THE BUG
ERGONOMICALLY DESIGNED BODY FOR RIGHT OR LEFT HANDED PLAYERS 2 ULTRA SENSITIVE, HIGH QUALITY MICROSWITCHED FIRE BUTTONS AUTO FIRE FACILITY IN PALM COMFORT FOR EXTENDED PLAYING TIMES EIGHT DIRECTIONAL MICROSWITCHED CONTROL AUTOMATIC CENTERING INDESTRUCTIBLE METAL SHAFT 12 MONTHS WARRANTY +2 SELECTOR CONNECTOR
VERSIONS INCLUDE ZX SPECTRUM 16K, 48K, 128K (INTERFACE SOLD SEPARATELY), +2, +3, C64, AMSTRAD, ATARI, SEGA & NINTENDO
CHEETAH
R.R.P. £14·99
CHEETAH INTERNATIONAL LTD.
Cheetah House,
Bedwas Business Park,
Bedwas, Gwent. NP1 8DW
Tel: 0222 867777 Fax: 0222 865575

IT'S A COMPUTER GAME OF 90 MINUTES...

As the new season arrives, Jason Miller was 'over the moon' to be given a whole lotta footie management sims to look at. But 'cos they all look the same, he decided to not really mention them at all!



STRIKER MANAGER

When you're stuck in the suburbs of Milton Keynes, surrounded by foliage and concrete cows, trying to gain some inspiration is a very tall order indeed. Then the question 'how many "Shredded Wheat" to give to the players?' springs to mind.

No, madness has not crept in. Questions like this have to be at the top of your mind beacuse you're going to have to think like Cloughy (he has been around in the business and knows what he is talking about). In the furious world of management, it is up to you to gain promotion for the club and maybe a place in Euro-championships.

And if you've been giving those dodgy foreigners (Er... steady on, Jason. 1992 and all that! Ed) a taste of their own medicine then maybe you could become the manager of the National side. Showing them the English style of footie!

Once you have seen one management game you have seen them all (Ooo! You jaded young thing! Ed). But although Striker Manager is no exception, it is almost in a league of its own with its high playability, reality and neat graphics.

SONICS:	Huh! I must be going deaf.
GRAPHICS:	Suit the game to a tee
FIX FACTOR:	A real treat for footie fans
HALF LIFE:	You'll be playing it until the cows come home.

SKORE: 85%

2 PLAYER SOCCER SQUAD

Cult have an obsession with footie management simulations - does this sound good or very dull and boring to you? Well, it is great news for footie fanatics, if you're not one you'll be bored out of your socks.

You need a friend to play with you (oo-er), or you could use your annoying little brother, as it is for two players - as the name suggests.

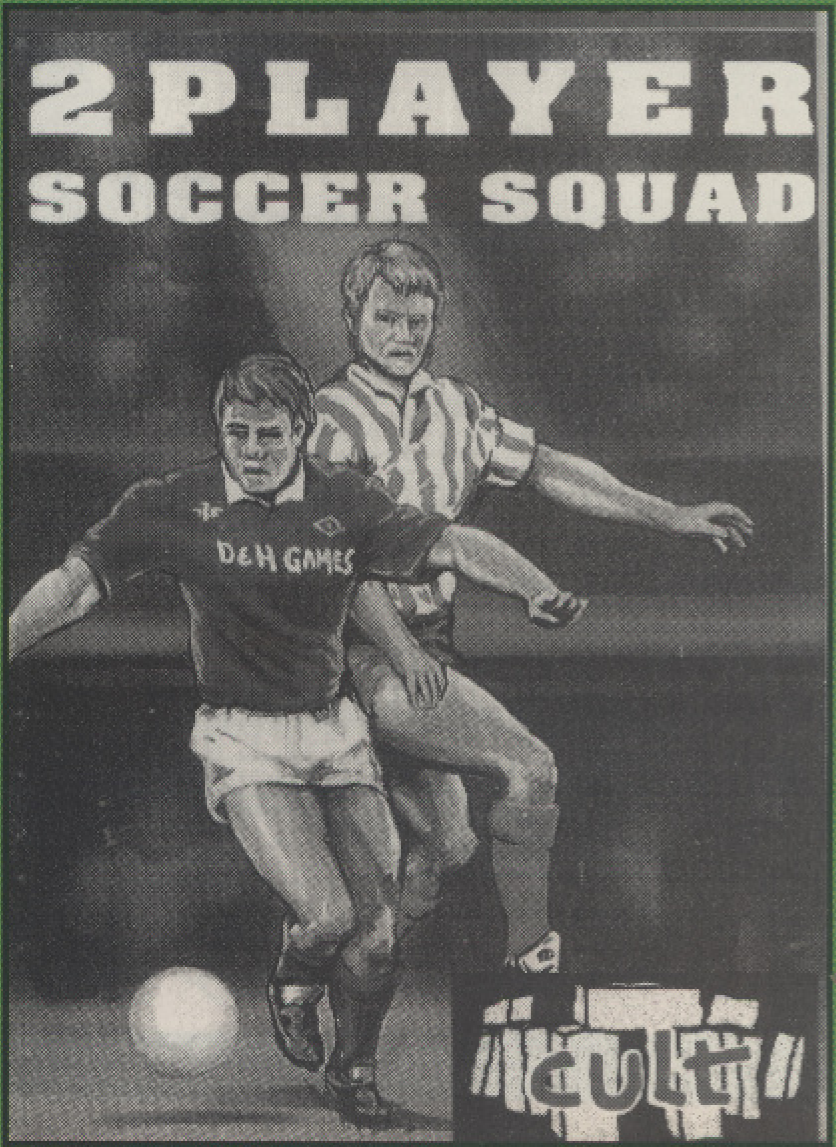
Transfer markets, bookings (Gazza's speciality), etc. all apply in 2PSS. Although there's no sob stories here! You should keep away from the beat-'em-up tactics used by the likes of Gazza or you'll be out on your ear, mate.

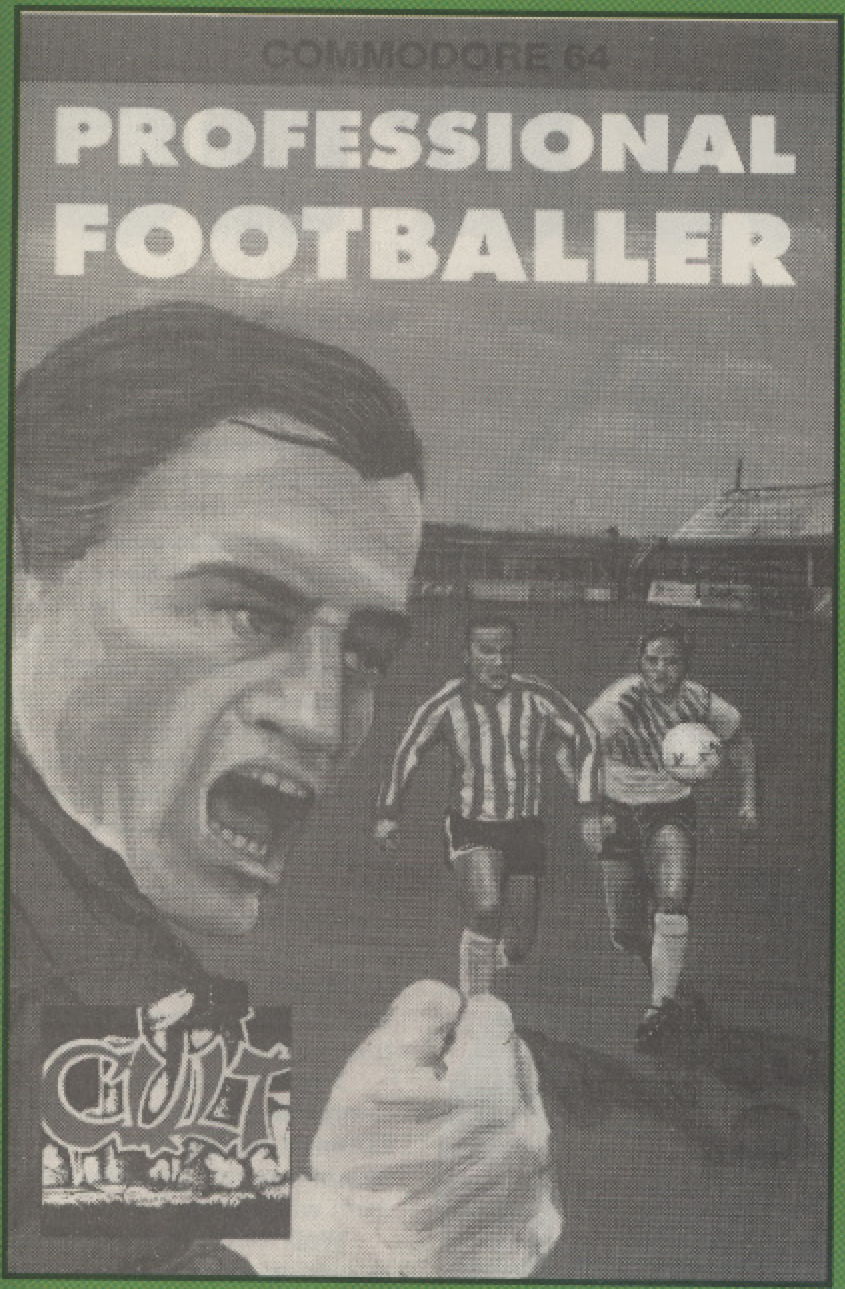
An remember, it's not continental footie we are dealing with, it is boring old Torquay-style footie, where the 'tricks of the trade' will not work. You know the sort, "Ref! He dived!", or the famous 'Oscar for the best actor' - well, it doesn't wash in English football.

Pn the whole, 2PSS is a rather poo-er footie sim. You'll have more fun pulling the petals from a flower that from playing this one.

SONICS:	Did I step out and miss something?
GRAPHICS:	Nothing to brag about
FIX FACTOR:	Until you can't stand your opponent
HALF LIFE:	Ergh! (5-10 mins) up to you

SKORE 40%





PROFESSIONAL FOOTBALLER

Do you have the Midas touch? Making money out of kicking a ball around the park, with your feet, not your hands (as demostrated by Maradona who was very talented player). But in the end he decided to train for the Columbian specialists (Get it! Ed).

Or maybe you're the next David Platt! Earning more money than the Bank of England, since you have to prove yourself amongst the best in the world so that one day you can play for your country. Making crucial decisions throughout the match.

Overall, a simulation that is worth a look at. This is a rather rewarding game for such a low price and you'd be a fool to let this one slip through your hands.

SONICS:	'Beep Beep', almost like a dripping tap
GRAPHICS:	Would be a star if they played for Scotland
FIX FACTOR:	Just what the coach ordered
HALF LIFE:	A real gem for "goooaaaalll" sort of person

SKORE 80%

THE MATCH

With the new footie season upon us, everyone is asking what lies ahead.

Well, no need to worry any more, 'cos Manchester Utd are going to dominate the English division with the league and cup double. Feel better now? (Does he like Man. Utd. by any chance? The Readers).

I enjoy the odd game of footie in the park, which makes me wonder after playing The Match - yet another one of Cult's footie sims, or should it be "sins"!... Let's face it, too many Cooks spoil the broth and therefore the Match must have been developed by a whole football team.

To show what I mean, you become the manager of West Ham, and if that ain't sinful then Juan Pablo the second is not the Pope! Being manager of West Ham is like feeding a baby its dinner, a load of dribbling around the area with out any success!

I'm not biased about the fact that Lancashire produce the best teams in England, like Man Utd and Liverpool, but this game is the biggest pile of horse droppings that I've ever seen.

Even though it does have commentary, it also has Spectrum graphics which make this game a big, wet, lettuce.

SONICS:	Good for a Charlie Chaplin movie
GRAPHICS:	Very Spectrum indeed
FIX FACTOR:	Neighbours is more intriguing, and that's pushing it
HALF LIFE:	Like a massive zit - not at all pleasurable

SKORE 20%



YES! JASON THE FOOTIE SIM KING SPEAKS!

Well footie fans, Jason the new expert will give you an extra bit of advice for nothing. We here in "YC" are considerate to our readers and don't want you to waste your money. If the game is rubbish, we'll say it's rubbish - I am not the sort of person to play around with my words.

So, out of the four footie sims, by far the best is Striker Manager, with Professional Footballer a very close secon.

These are the sort of games the Germans practice on, and look! They are the champions of the world. So why are you standing around? Practice and you could be the next manager of England and have glory just like in 1966!

Use your 424 or 433 tatics to become number one - those are not numbers for any bus or Chinese resturant!

JASON MILLER

(Er... thank you Jason, you can lie down now! Ed)

3D Constructi

"Build it up, build it up, build it higher! Build it up, up, up, up, up into the sky-er!" sang Richard Taylor as he tried out this 'freescape' game creator.

As I gently drifted back into the real world from a deep and powerfully relaxing sleep, I wondered to myself what it would be like to use a 3D, almost "virtual reality" generator on the 64. "Comfy bed simulator" I mused in a stupid 45% awake thought. Sounds like a Codemasters game.

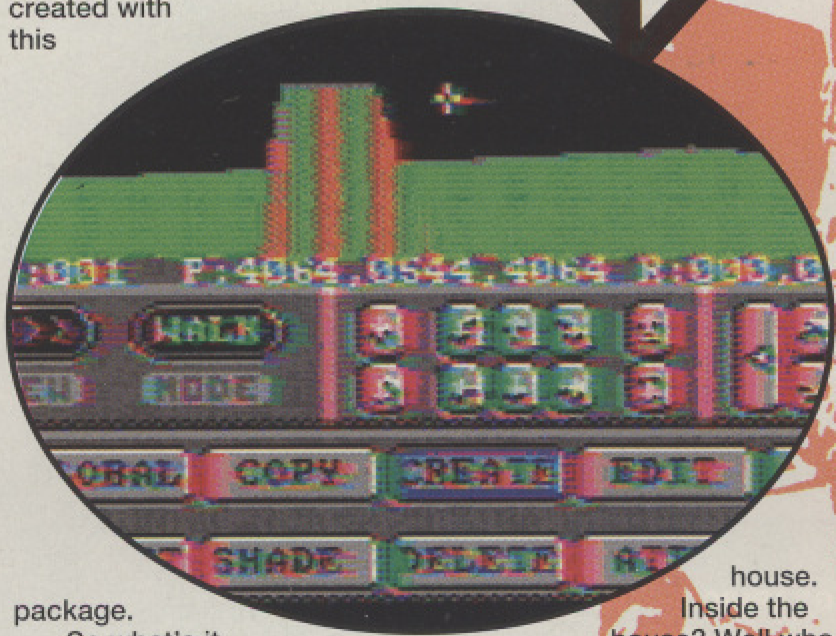
After waking up, showering and treating myself to a 5 mile jog, (lies! Ed.) the thought still stuck in my head. Would it be possible to generate an entire 3 dimensional world moving smoothly from location to location with the ability to fully explore the terrain? No, I decided suddenly, it wouldn't, as more habitual thoughts of entering a public house entered my mind.

The next morning after strolling into the more than adequately luxurious YC offices, I was greeted by an enthusiastic Mr Davy, hopping from foot to foot clutching a large, black, fearsome-looking box.

"Look!", he spluttered excitedly. "It's a 3D Construction Kit for the 64. I've often wondered, in hypnagogic states, what it would be like to use one of these. Here, go and review it."

So I sat down and waited in wonder for the disk to load.

Where do I start? 3D Construction Kit is a pretty incredible piece of software. It has many applications but I suppose the one that will appeal to YC readers the most is the fact that you can create your own games with it. These games, once created, can be compiled to run independently of the main program and even, according to the literature, can be distributed and sold as long as the program is credited. Castle is an example of a game created with this package.



So what's it all about? How do you go about it?

Basically, the program will let you select shapes (cube, pyramid, hexagon etc) that can be placed anywhere within the allocated area. These objects can then be shrunk, stretched, rotated and moved around until you decide what's right.

Once you have put a shape in place, other shapes can be added to created a desired object. For example, if you placed a pyramid on top of a cube, with a bit of stretching and shrinking, a house type shape will be achieved.

Windows and doors can then be added using the two dimensional shapes. Doors can be turned into entrances that lead to other areas so you can actually enter your house. Inside the house? Well who knows? It's up to you.

With a bit of manipulation any shape can be achieved so the only limitations are really your own imagination. The demo game brilliantly demonstrates the use of shape creation. It is worth studying this to get an idea of what you can do.

The control system is very easy to use as everything is icon-driven.

The first menu contains load/save create/delete and colour, etc. From these, specific sub menus are displayed.

Just above the main menu are the movement icons. You can do the standard "Dungeon Master" type movement from here, e.g. forward, backward, face left and right and step left and right. The whole area can be rotated from any point and can be faced up and down so in effect you can move anywhere within a true 3 dimensional space.

You can have the complete freedom of a bee! Different modes of movement can be selected from walk, to fly 1 and 2.

Walk will give an unaided human-type view, fly 1 will give a "jetpack"-type view but you will move along a constant parallel and fly2 will move you in any direction you are facing.

Very simple once you have tried it. You also have a view icon which will let you observe the current area from north, south, east, west and plan. Plan views the area from directly above your current position.

Off the main menu you



tion Kit

can go to the Edit Object Panel which will let you alter the dimensions of the selected object.

The shade menu will alter the shade or colour off the object.

Once you have put together an environment you can then enter the programming mode to set conditions within your world. For example, you can allocate doors that can be opened or entered, walls etc that can be shot (Oh, I forgot to mention that you are armed with an Elite-type laser!) and things that can be picked up.

Don't be put off by this if you can't program at all, the language is very simple and contains commands like "IFSHOT THEN" meaning if you shoot specified object then whatever. Very simple.

Doors are easily made accessible e.g. the program would look like this:

IFHIT 4
THEN
GOTO 1 2

meaning if the shape 4 is hit (door or what ever) then go from area one to two. The language is fully explained in the manual. Sound effects can also be added through this.

If this all sounds too much, don't be put off. The accompanying manual and instruction video make it all very clear and easy to understand. After a while you can become very fluent in it's use.

It is impossible to explain all the features in this review, there are many more for "fine tuning" of things, mainly through the language.

This couldn't really be called purely a game creator, as it has many more serious applications. I don't know if these would work overly well on the 64 (machine limitation, not software) but it would be possible to design an entire in the smallest detail, car, rocket, boat or clockwork fish, the possibilities are almost endless.

Maybe we could run a competition for the best design or game using this package.

If you want to write a game and you cannot program, then I would recommend you buy this. If you want to use your 64 for design, then buy this. If you are bored of your computer and want to do something new on it, then buy this.

In fact, I would recommend this to just about anybody with a 64 as I am sure anyone can entertain themselves with it in some way.

Overall, an extremely versatile piece of software, technically amazing, easy and great fun to use. This could be the future of home micro software, go and buy it!

SPECIAL RICHARD TAYLOR BOX (For he has gone quite funny!)

The normal YC credit card wouldn't really work with this as it really is up to you how everything turns out. The only thing it doesn't score to highly on is the sound as no music is present and cannot be entered. The sound effects are also fairly limited.

SOUND	Very limited - 1
GRAPHICS	Capable of being very good indeedy - 9
FIX FACTOR	Once mastered, very compulsive - 10

NAME: 3D Construction Kit.
SUPPLIER: Domark/Incentive.
PRICE: Disk £39.99.
RELEASE DATE: Out now.

OVERALL **100%**

An amazing piece of programming and design



✪ Excellent! Building stuff without getting your hands covered in brick dust and mortar. In these two shots, the YC expert show how to plonk down massive shaperoonies...





✪ ...and, er... the YC expert seems to have had one too many sherberts and has gone quite, quite loopy. Look out for those easy-to-build artificial 3-D shapes, YC expert!

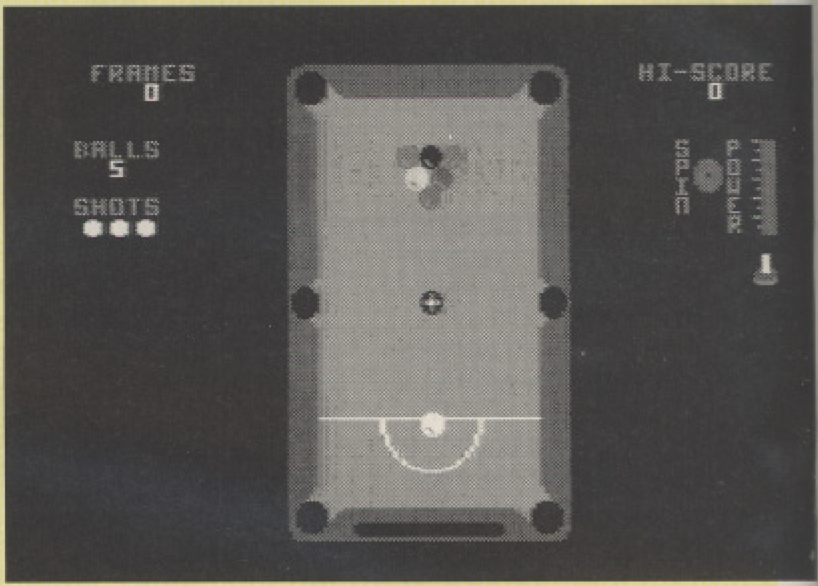




THE BUDGIE COLUMN

WITH RICHARD TAYLOR

AMERICAN 3D POOL



I played a 3D pool game on the Amiga some time ago and it really didn't seem to work very well. I didn't think this would be very good at all.

I was surprised to find that it is really quite a playable game and it looks really good.

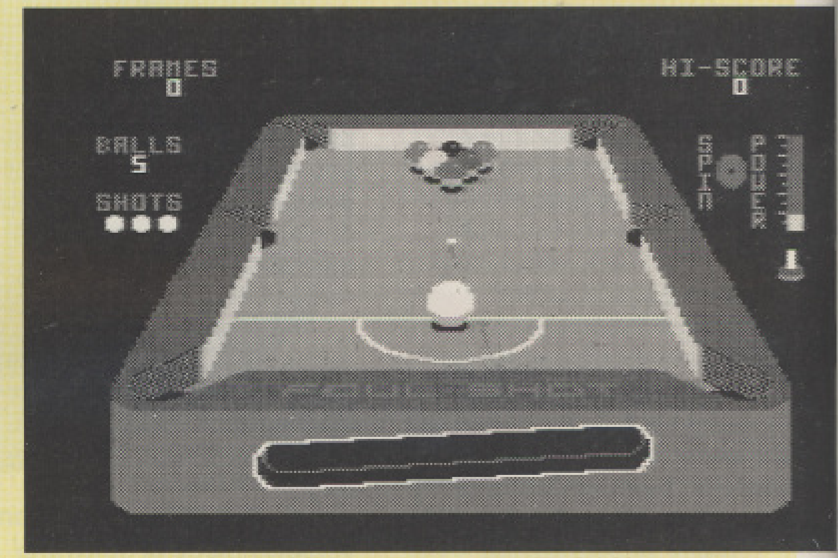
To actually aim at a ball, you are presented with a top-view 2D view of the table, and you must point the cursor at the space you want the ball to go for.

Once you have done this, a 3D table is displayed and you press fire to start the shot, pressing again when the powerbar has reached the desired height. If you do not press fire a second time, then the shot goes to full power so you have to be quick.

The balls move well and bounce around in a convincing way. Once all the colours have been potted, the black ball must go down to assure your victory.

Two players can play, so it could be fun to play a friend, cheaper too.

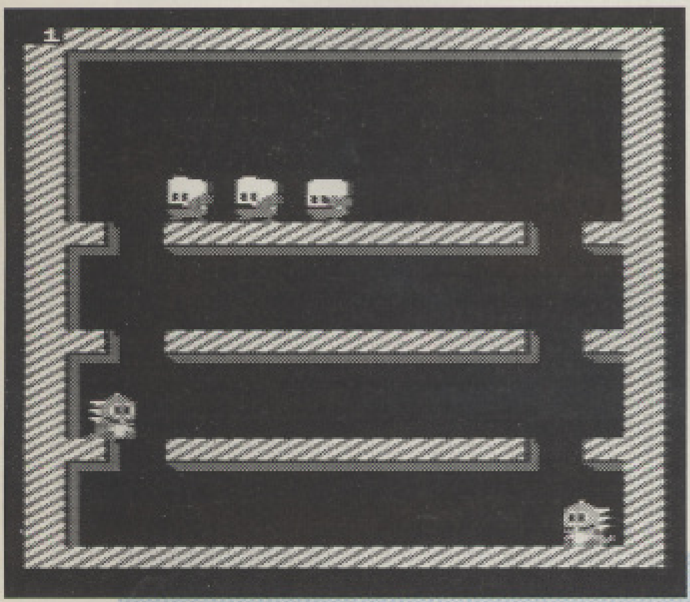
There are other games you can pick within the program, such as Billiards, a tournament and even a trick shot editor.



The graphics look good and work really well and what sound there is fits appropriately.

In all, a fun game, good to play a friend on and will definitely fill a rainy Sunday afternoon.

OVERALL ✪✪✪✪



BUBBLE BOBBLE

I always wanted this game on my 64 when it first came out, this is the first time I've actually seen it. The arcade machine was pretty damn addictive and so is this version!

A quick explanation for anyone who is not familiar with this game. The idea is to guide Bub and Bob (two players simultaneously) around a platform type screen, shooting various enemies with "killer bubbles".

When you shoot the enemies, the bubble encases them and you have to go and pick them up. When you do this, they drop fruit that bounces away and can be retrieved for bonus points. Once all the enemies have been disposed of, then next screen is entered.

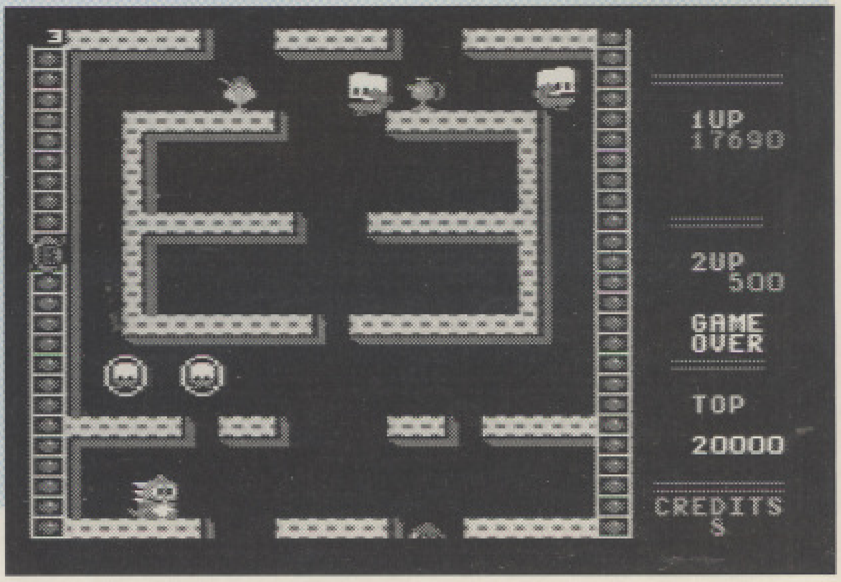
Sounds easy? Well, it gets really hard! There over over 100 levels and loads of bonus screens and bits.

The control is really good, you can bounce around everywhere and even on top of your own bubbles. If you have two joysticks and no friends, then go out and socialise for a few weeks to get to know people so you can invite them back to play two player. It really is worth it.

Loads of graphics and tinkly music and jingles, all adds up to a classic game that should not be missed at this budget price.

Great fun!
Recommended!

OVERALL ✪✪✪✪✪

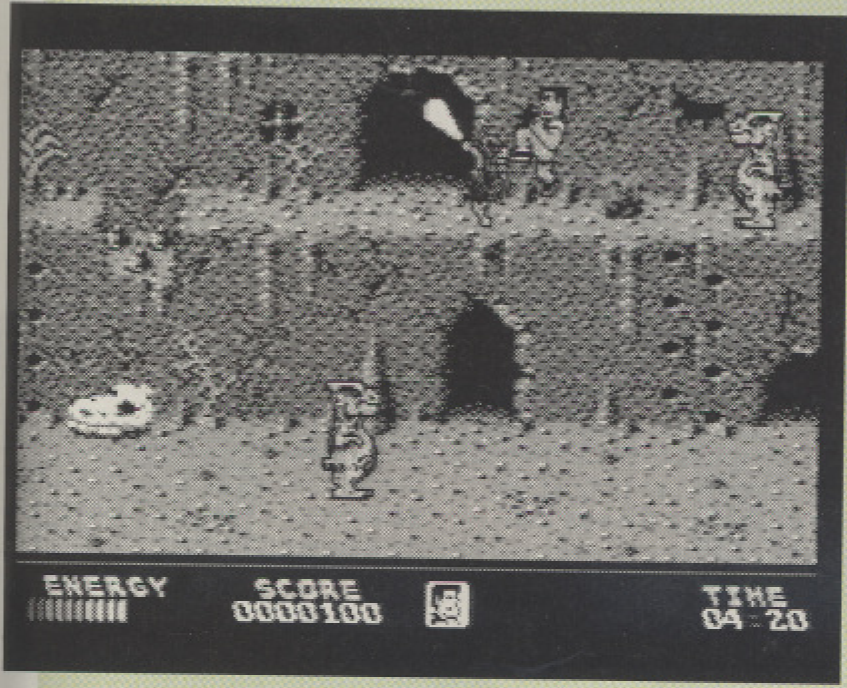


RENEGADE III

One again, you take the part of street-wise funky dude, the "Renegade", the all-round nice guy super hero who must again rescue his girlfriend from "forces of the future".

These forces have somehow managed to travel back in time and leave your girlfriend in the middle of a prehistoric land surrounded by cavemen and dinosaurs.

You must walk along beating up these things in an almost "Flimbos Quest" fashion.



The graphics, sprites in particular, are really good in this part with Captain Caveman strutting around doing his thang.

If you make it through this level, then you are teleported a bit further forward in time to ancient Egypt with zombies and Heiroglyphics and then to 'dark age' England with Knights and dragons.

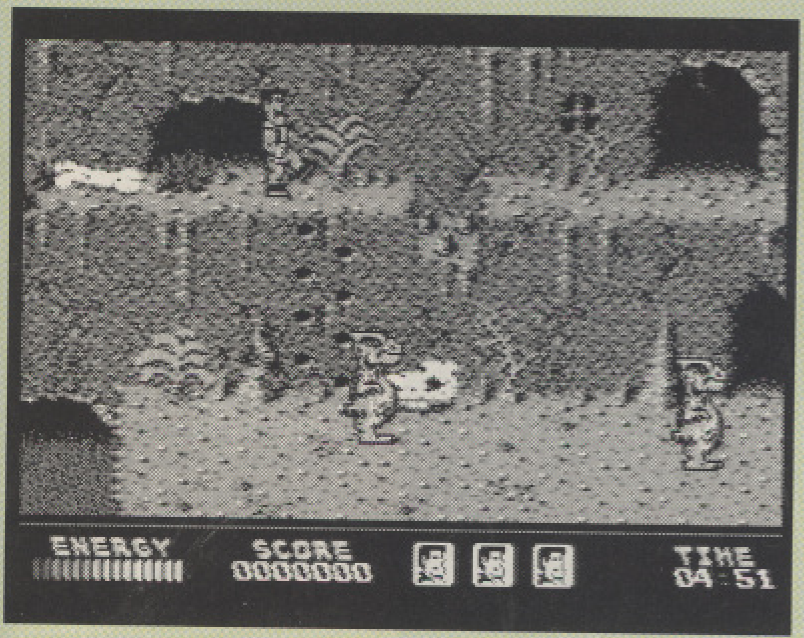
The control and movement is fairly standard with combat moves when fire is held down. The enemies are fairly hard to kill, and require quite a bit of punishment.

Time is also tight, so you need to hurry.

This game looks good, and the sound effects and music fit in really nicely. If you didn't like the previous Renegades, then don't worry. This isn't really much like them at all.

I'd say this was worth buying if you're looking for a decent budgie game

OVERALL ✪✪✪✪

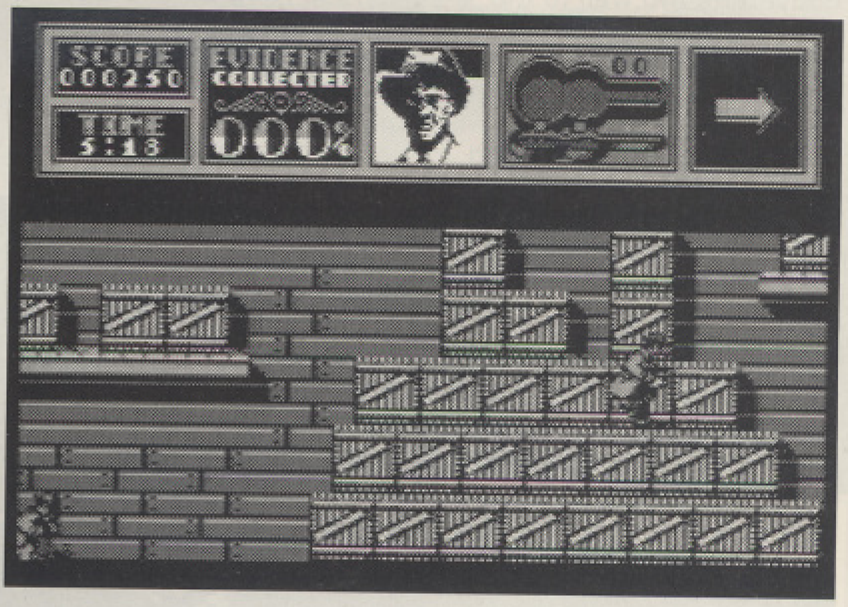




THE UNTOUCHABLES

Poor old Eliot Ness. What a hard and challenging life he lived. Oh well, his choice I suppose. You got it, 1920's Chicago and you take the part of Mr Ness in an attempt to bring justice to many gangsters and hoodlums. The ultimate objective is to find Al Capone and destroy his evil empire of booze and violence.

You start this mission in a warehouse, in which you must locate various items of evidence in an attempt to accumulate enough to use against Capone.



You have sprung at a good time, a large booze movement operation is taking place and book-keepers are present. You must take the opportunity to seize their books.

Also lying around are extra energy pods, ammunition and the like. Loads of baddies are wandering around, so you'd better be quick on the draw.

Level two is a bridge which is being used to transport liquor in to America across the Canadian border. You can swap between untouchables – you need to change to avoid the henchmen.

Level three takes place in back street alleys, with you trying to stop Capone's accountant from making a getaway to the train station.

The fourth level is at the train station.

In level 5 one of Capone's henchmen has taken the accountant and threatens to shoot him in five seconds. You must score a direct fatal hit.

The final level takes place on a rooftop, chasing the head hitman. If all levels are complete, then Capone is put behind bars and all is well.

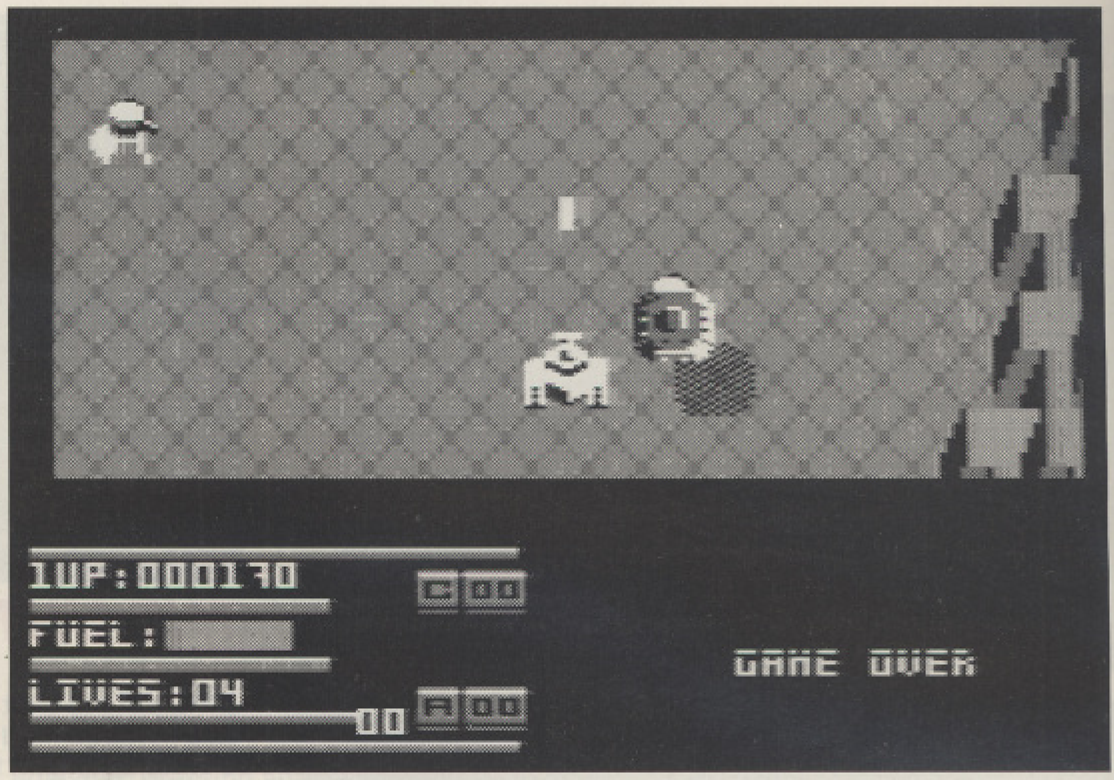
The graphics are excellent and the music is very atmospheric. It plays well and is great value as a budget game.

OVERALL ✪✪✪✪✪



THE BUDGIE COLUMN

WITH RICHARD TAYLOR



VINDICATORS

The arcade version of this was OK, not brilliant, but a certain fix factor was there. Since it seemed to rely heavily on graphics, I couldn't see it converting too well to the old 64. It hasn't really.

The idea is to complete various sections of a moon base by destroying everything within them and collecting coins and bonus objects to modify your tank.

Enemies include gun posts, tank and UFOs. Gun posts must be shot at the right time to be destroyed.

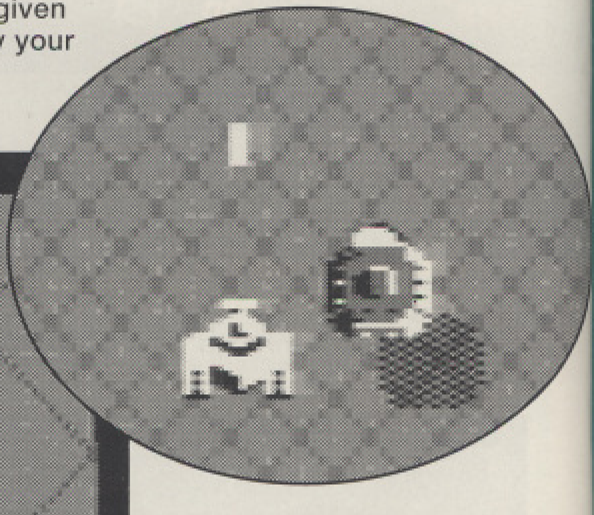
Also lying around are mines that must be avoided at all costs. You are given an energy bar and can take quite a few hits.

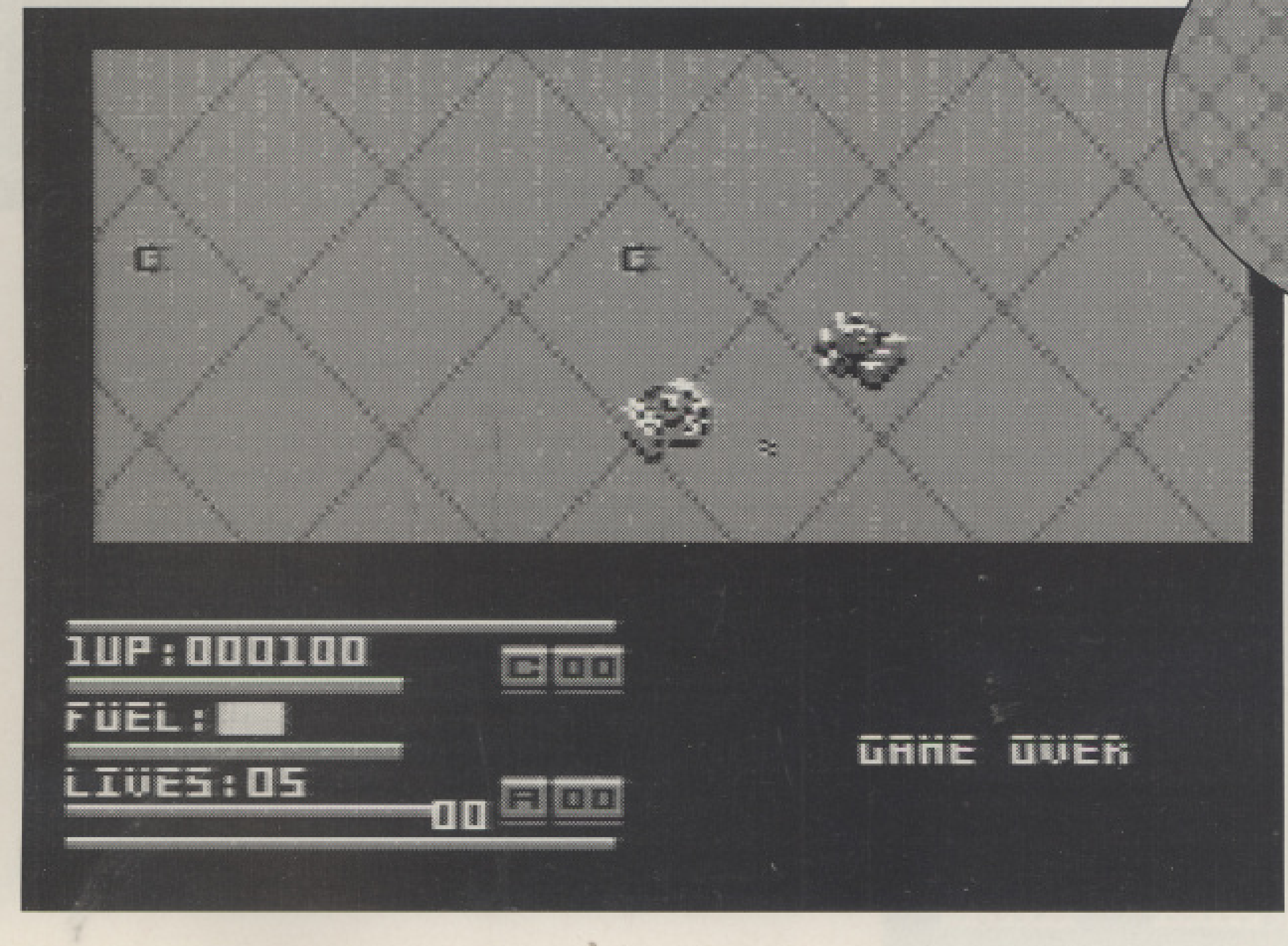
The control of the tank is slightly awkward and must be rotated through 45 degrees with forward to move in that direction.

One good thing is that two players can play at the same time, so friends can join in.

Once a screen is completed you are given the option to modify your tank with extra firepower, shields, etc. to build up a proverbial bottom-kicker.

If enough sections are completed, then you are transported to another planet that must also be destroyed. Once they are all destroyed then, er, I don't know, actually. I never got that far.



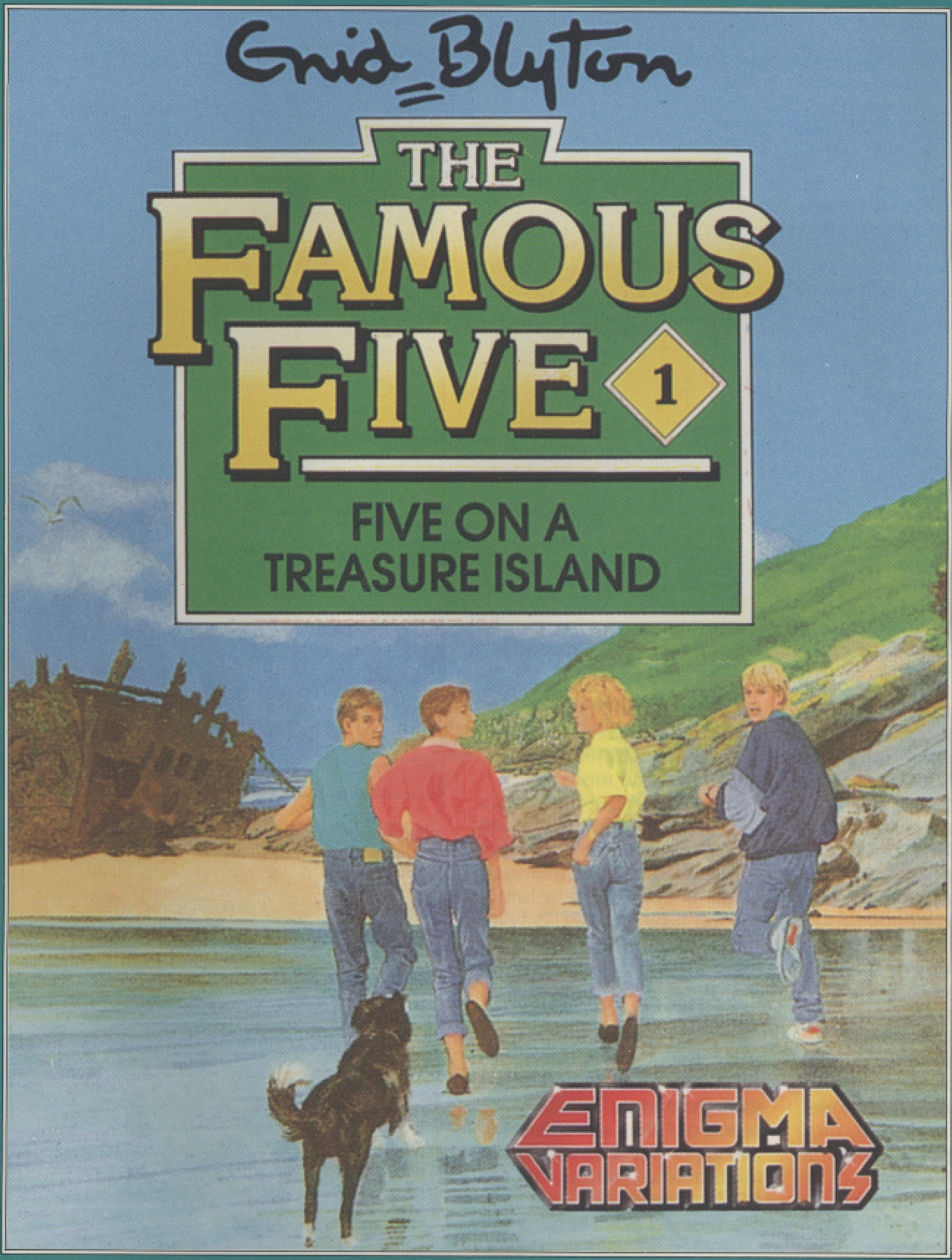


That graphics are good in places, with some flashy effects to keep you amused. Loads of rotating characters and colours.

It's ok as far as budget games go, so if you were a fan of the arcade version it's worth a look. Nothing outstanding, faulted by bad control and lack of depth.

OVERALL ✪✪

RELIVE THE GREATEST ADVENTURE OF YOUR CHILDHOOD!



Enid Blyton's much loved characters come alive in this faithful version of the best selling book. Using the "Worldscape" adventure system you can play any of the children as they solve the mystery of the Treasure Island. Featuring a powerful text parser and many graphical locations, this is a game for the young and the young-at-heart

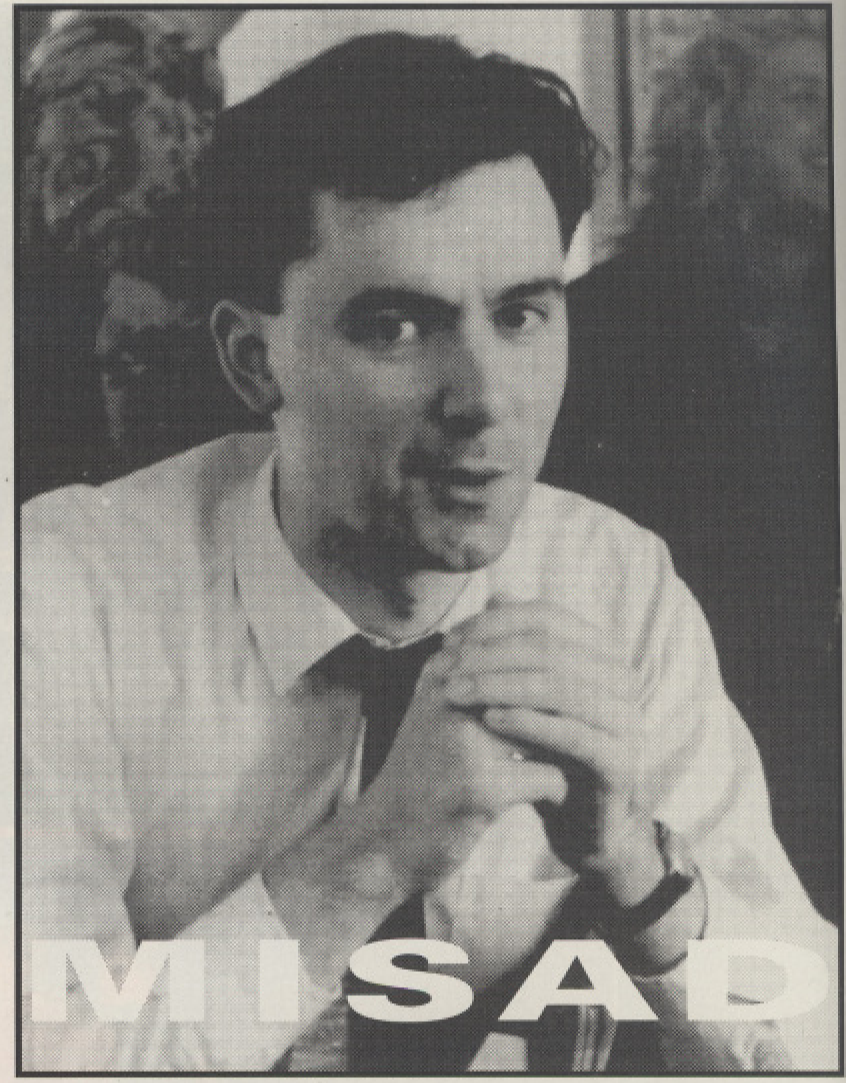
AVAILABLE SOON FOR

AMIGA, ATARI ST, C64, AMSTRAD CPC (+), SPECTRUM AND SAM COUPÉ

ENIGMA VARIATIONS LTD., 13 NORTH PARK ROAD, HARROGATE HG1 5PD TEL: 0423 501595 FAX: 0423 500291

In which **Paul Rigby** continues his slow slide into insanity and talks about a few adventures, if we're lucky!





CAST

- ***MAN***
- ***JAMES T. POINTLESS***
- ***BETRUM SPONSOR***

and introducing

- ***KATE SADIST the war reporter and PRESENTER as, erm, the presenter.***

[MAN sits in well-lit studio, he looks very smart, very professional] Hello, unfortunately Misadventures has been postponed due to water damage so to replace this advertised program we will be going live to...*[introductory music]* Lemon Curry!

[PRESENTER swings 'round on his chair] Good evening and welcome to another edition of 'Lemon Curry'. On tonight's programme Mikos Antoniarkis, the Greek rebel leader who seized power in Athens this morning, tells us what seasoning he uses for lemon curry.

[Cut to a quick photo of a guerilla leader with a gun; sudden dramatic chord; instantly cut back to the presenter]

From strife torn Bolivia, Kate Sadist reports on lemon curry there *[still of a Bolivian city and again a dramatic chord and instantly back to the presenter]*. And closer to home, the first dramatic pictures of the mass jail break near the lemon curry factory in Maidenhead.

All this and more in Lemon Curry! But first, this...

REVIEW

KEYS TO MARAMON
MINDCRAFT/ELECTRONIC ARTS
DISK

If you have ever wanted to delve into role-playing but thought that the present batch of RPGs are a little bit heavy, or if you fancied a little more action to your RPGs, then Keys to Maramon is your bag.

Including short, concise documentation, Keys allows you to you assume the role of one of four heroes: Hunter, Blacksmith, Scholar or King's Courtier (the only female character). Each has four basic ratings for Speed, Dexterity, Strength and Life Points.

Your quest is to save the town from the monsters who come out to loot each evening. Final success hinges on cleaning out the catacombs beneath Maramon and confronting the usual "ultimate bad guy" who's responsible for all the trouble.

Actually the title tells you of one of the game's principle assets - keys. You start with a key to the strongrooms.

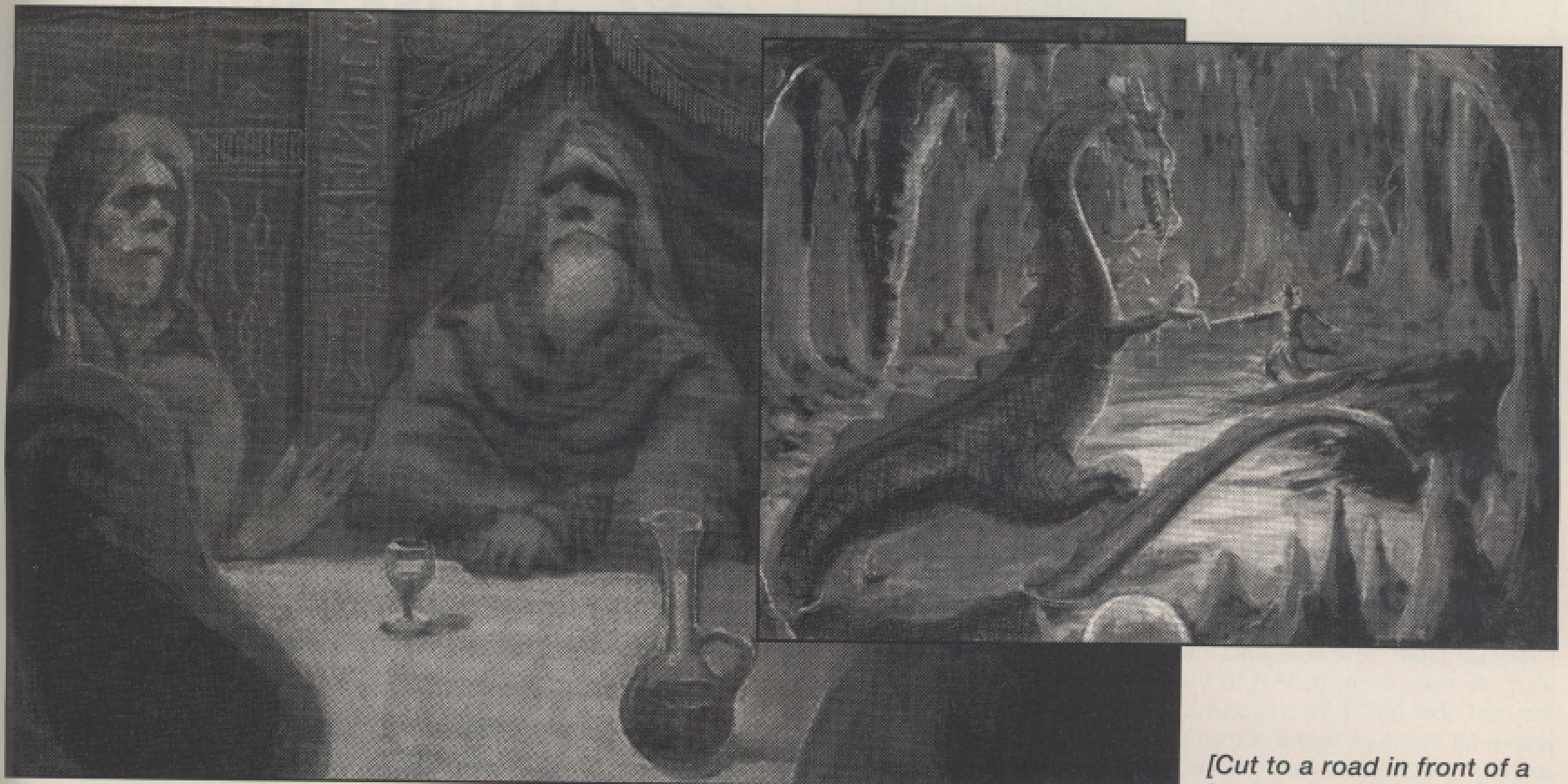


Access to the catacombs below hinges on collecting other keys, each of ever more precious metal. The better the key, the further the access. You will have quite an extensive key ring before the end of the game.

Weapons available provide a good selection of the usual swords, axes and hammers (which suffer wear and tear). These are melee weapons, which means you must saunter up to monsters, look them in the eye and press the fire button for all you're worth!

The bows and arrows actually fire "ranged" missiles, so monsters can be hosed from a safer distance. The downside about arrows is that you can only pack 99 of them and 99 shots can go pretty quickly.

Magic weaponry is available. Ice, Flame and



VENTURES

Fear wands (the former two firing damage at range, the latter holding a monster in its place for a time). These are expensive weapons, however. While the Scholar has the best magic skills rating of the four characters, the others seem to fare better with cheaper, and easier to wield, steel.

The real heart of the game is to become an avid reader in the town's library. For every 1,000 experience points, the proper book can be "read" from the closed stacks in order to gain a statistics points for a basic attribute.

By simply shelling out serious dosh, the rare book room can be visited for some major clues and aid to your character. Be sure to take a few notes when spending time in the rear book room. Everything learned there will make a lot of sense towards the end of the adventure.

The armour is the usual leather, ring mail, chain mail and steel plate. Upscale suits include methreal (as opposed to mithral) and, if found while dungeon-delving, pearl armour (all the snappy dressers know that Maramon is famous for its pearls). There are no penalties, however, for wearing heavier armour, so batten down, button up and battle through.



Magic in the Keys revolve around herbs and mushrooms. Depending on the flavour they will increase your basic statistics or up the armour class (all with a temporary effect, so pack a big lunch). The vital herbs and potions are the ones which, naturally, restore Life Points.

Keys to Maramon arrives on one disk, so no disk swapping is required. A 28-page manual plus a C64 specific reference card is also included. Copy protection is manual based.

Keys is an ideal RPG for the new adventurer providing a large dollop of addictive gameplay. Well designed and easy to get into, Keys to Maramon is heartily recommended.

RATING 87%

[Cut to a road in front of a heap of smouldering rubble. Dull thuds of mortar. Reporter, Kate Sadist, in short sleeves, standing in tight shot. Explosions going off behind her at intervals]

"This is La Paz, Bolivia, behind me you can hear the thud of mortar and the high-pitched whine of rockets, as the battle for control of this volatile republic shakes the foundations of this old city *[slowly we pull out during this until we see in front of her a fairly long trestle table set out with a range of different-sized lemon curries]*

But whatever their political inclinations these Bolivians are all keen eaters of lemon curry *[the explosions continue behind her]*.

Here the largest size is used for banquet such as marriage ceremonies. Unlike most revolutionary South American states they've an intermediary size in between the 2lb and 5lb sizes.

This gives the poor but proud people a useful curry for Sunday lunches and barbecues. The smallest curry – this little 2oz size for snacks and takeaways.

No longer used in the West it remains here as an unspoken monument to the days when La Paz knew better times.

Kate Sadist,
'Lemon Curry',
La Paz."

WINKS & NUDGES

WINDWALKER

Antidote ingredients: Flowers (from Nubian princess), Rhinoceros Horn (Warlord's cabinet), jade (behind Emperor's throne), gold dust (Thieve's cave), peach seed (secret valley behind the Oni's cave)

KNIGHT'S OF LEGEND

General Tips: To trade gold, have the character with the gold buy an item, then trade it to the character who needs gold - he can now sell it for the same amount. To get lots of gold, trade all items to two or three characters (one won't have enough pockets to hold everything). Then enter the same Inn where the characters with the items. Have those without items exit the Inn, then quit the game. When you restart the traded items will have been duplicated.

THE MAGIC CANDLE

At Dermagud go all the way north and east until you reach the door to the Teleport Chamber on the north wall. enter it and use three Cubes to teleport to Yberton. Go north to Crystal Castle.

Meardom is under the King's Castle. Take the stairs down to level two. Take the stairs down to level three. Take the stairs to level four and then again to level five. Go to the Obelisk and get the word "Sastamounu". Go back to level three. Take the Portal to level two. Take the new stairs down to level three. Go to the teleport chamber. Use the pyramid, sphere, pyramid to teleport to Knessos. Get the location of the Obelisk above the wizard's isle. Ge the word "Ezberekene". Go to Kalib's temple and get the chant. Go to Kalb in Dakland and get the attributes raised. Go to Shiran.

[Cut to a darkened room. Frantic sounds of love-making and squeaky bed-springs fill the room. Someone whispers and a light is turned on. James T. Pointless looks startled. Peeping out of the bed-clothes to his left is a hotel maid]

Erm..eh...ah...oom...and now over to Bertrum Sponser.

[Bertrum Sponser sits with a commentator's microphone pressed to his lips, woolly jacket and trilby adorn him along with a mug of Bovril to keep out the cold]

Pinge...back to Pinge...Pinge again...a long ball out to Pinge...and now Pinge is on the ball, a neat little flick inside to Pinge, who takes it nicely and sends it through on the far side to Pinge, Pinge with it but passes it instead to Pinge, Pinge again, oh and well intercepted by the swarthy little number nine, Concito Maracon. This twenty-one-year-old half back, remarkably stocky for 6' 3", square-shouldered balding giant, hair flowing in the wind, bright eyed, pert, young for his age but oh so old in so many ways. For a thirty-nine-year-old you wouldn't expect such speed. Normally considered slow, he's incredibly fast as he wanders aimlessly around, sweeping up and taking the defence to the cleaners. Who would have thought, though many expected it, that this remarkable forty-five-year- old, 9' 4" dwarf of a man, who is still only seventeen in some parts of the world, would ever really be...Oh and there was a goal there apparently...and now it's Pinge...back to Pinge...Pinge again...a long ball to Pinge...[crackle]

If you want to swell Paul Rigby's ego by sending him letters or if you want to ask him some adventuring questions, write to:

MISADVENTURES, YC, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HF

– and he'll put them all in a pressure cooker full of citrus fruit and spice to make a huge lemon curry, or maybe he'll print them in the next issue.

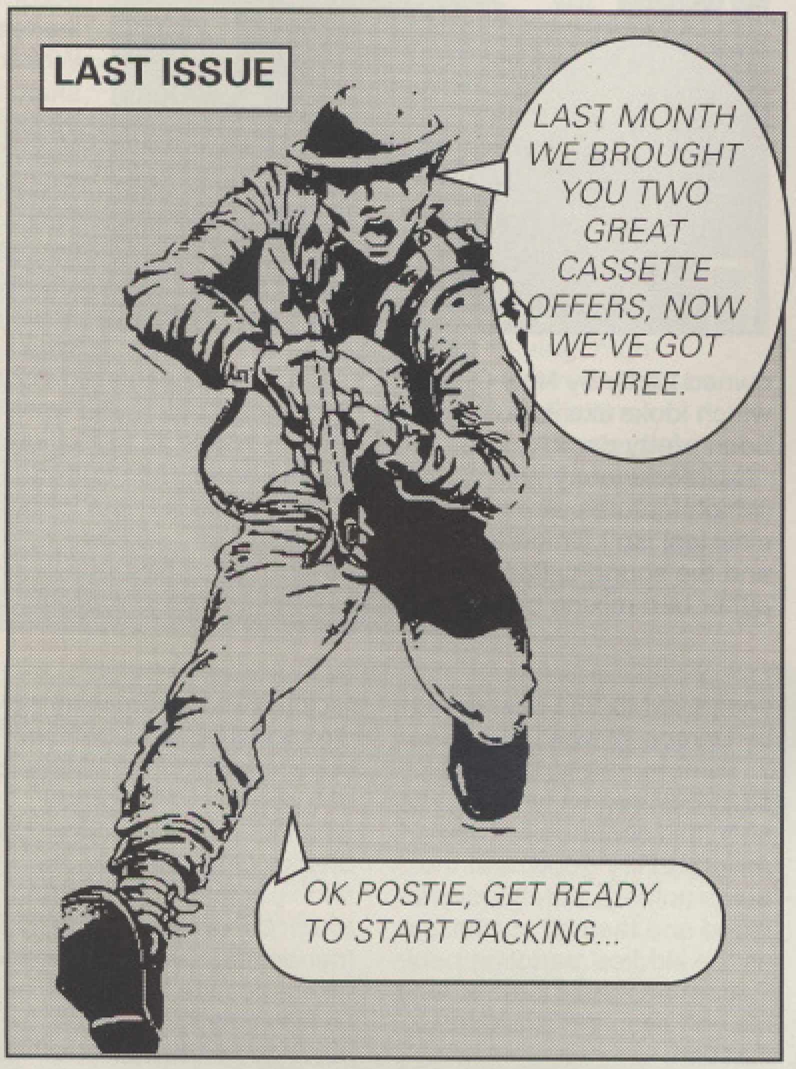
HOLIDAY SPECIAL

READER OFFER



AFTER OUR LAST OFFER WAS A COMPLETE SELL-OUT, WE THOUGHT YOU MIGHT NEED EXTRA GAMES FOR THE HOLIDAY SEASON.

MORE GREAT-VALUE GAMES FROM THE YC FUN TEAM. SOME YOU MAY HAVE MISSED FROM OUR PAST ISSUES, BUT YOU CAN BE SURE THEY'LL BE REAL WINNERS. YOU GET AT LEAST SIX GAMES PLUS INSTRUCTIONS AND ALL FOR £3, THAT'S 50 PENCE PER GAME AND INCLUDES POSTAGE AND PACKING!



OFFER ONE – THIS HAS BEEN A SMASH HIT ALREADY AND INCLUDES FLIMBO`S QUEST (DEMO), FINDERS KEEPERS, KENTILLA, MICRODOT, SPOTS AND RAINBOW CHASER.

OFFER TWO – SIMPLY A KNOCKOUT COMBO OF TURRICAN 2 (DEMO), QUAD, RUNAWAY, BAZAIR, DOMINOES, LIBERTE AND TIME MACHINE (DEMO) FROM ACTIVISION.

OFFER THREE – OUR NEW OFFER TO KEEP YOU UP LATE INTO THE NIGHT IS REALLY ADDICTIVE, IT INCLUDES NEAGOX, GOMOKU, COBALL, BLACKJACK, PHOBOS, LIMBO AND FROGS IN SPACE.

SIMPLY SEND A CHEQUE OR POSTAL ORDER FOR **£3**
MADE PAYABLE TO
ALPHAVITE PUBLICATIONS LTD.,
ADDRESSED TO
20 POTTERS LANE,
KILN FARM,
MILTON KEYNES MK11 3HF
AND WE'LL DO THE REST.

STAY TUNED FOR NEXT MONTH'S AMAZINGLY WICKED OFFERS!

PLEASE SEND ME 2 CASSETTES OF GAMES.

FIRST OFFER ❑ (FLIMBO'S QUEST ETC.)

SECOND OFFER ❑ (TURRICAN II ETC.)

THIRD OFFER ❑ (NEAGOX ETC.)

I ENCLOSE MY CHEQUE/POSTAL ORDER FOR £3 MADE PAYABLE TO
ALPHAVITE PUBLICATIONS LTD.
OR DEBIT MY ACCESS/VISA NUMBER

EXPIRY DATE...............SIGNED..

NAME...

ADDRESS..

....

....POSTCODE...............

ALLOW 28 DAYS FOR DELIVERY

YC3

"Cor, what's this?", we hear you all cry, "I can't plug a video in my cartridge port!" And you'd be right... But what do you do when your power pack has overheated? YC breaks new barriers in telling you what wonderful things you can get and do, that don't rely on your commie...

✪✪✪✪✪	- Ultra-good entertainment!
✪✪✪✪	- It's impressive, check this out.
✪✪✪	- Yeah, pretty neat.
✪✪	- OK, we suppose.
✪	- A big "no".

CONTRIBUTORS: Jeff Davy, Rik Henderson

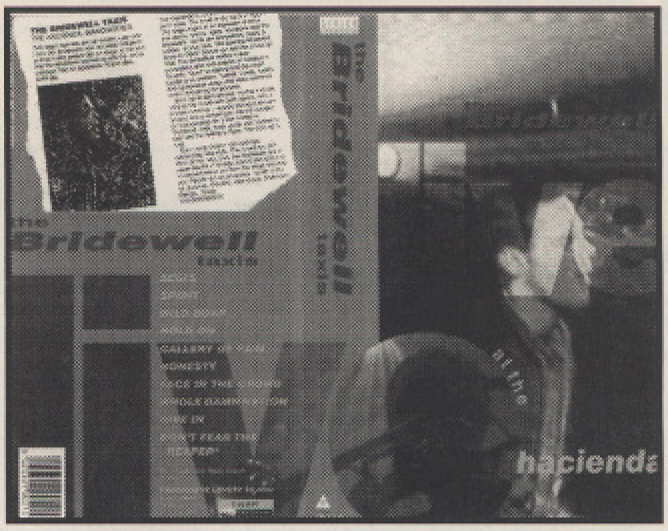
MUSIC VIDS

BRIDEWELL TAXIS (live at the Hacienda)

(ReVision)

If you haven't heard of them before, the Bridewell Taxis are a rather spiffy group from Leeds (home of flat caps, whippets, etc.) whose most interesting feature, apart from their ability to write greatly entertaining and often danceable songs, is that they have a trombonist to add an extra 'oomph' to their sound.

This vid seems them performing an epic gig at the Hacienda (a very famous nightclub in Manchester, owned partly by New Order) which looks like it must have been pretty damn good.



Unfortunately, this video (which features all their classics) isn't filmed too well and the sound suffers from either bad mixing on the night or a bad recording for video - it's pretty muffled and leaden. Which is a shame, because the Bridewell Taxis' sound can really sparkle live.

Ultimately, this vid will be a good souvenir if you were there, but as an introduction to the band, their current 'story so far' LP is a lot better.

✪✪✪

JD

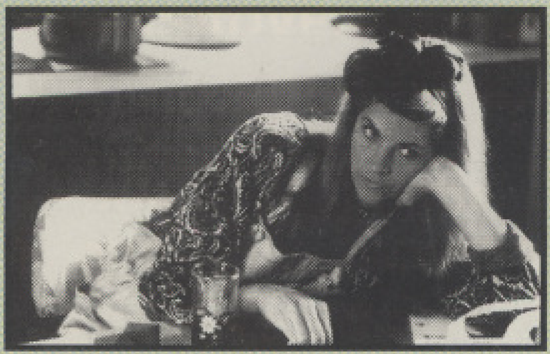
VIDEO

LOOK WHO'S TALKING TOO

20/20 Vision
(Certificate '15')
Stars: John Travolta, Kirstie Alley

C'mon, hands up all those that were recently puked out by the 'plague' of baby movies! Funny enough, even though I'd immediately put my hand up (if I didn't have one of the little blighters myself), there were a few of the films that really stood out as good pictures; Three Men and a Baby, She's Having a Baby, Parenthood, and, of course, Look Who's Talking.

Now, like the recent release of Three Men and a Little Lady on vid, 20/20 is trying to catch the tide of the 'Baby Boom' just before it hits the shore and wipes out, with the release of Look Who's Talking Too on tape.



This time, little Mikey (still voiced by the excellent Bruce Willis) has a little sister to contend with (as voiced by Rosanne Barr), and the formula is even more stretched by the excellent vocals of Mikey's best friend by Damon Wayans.

Unfortunately, if you've seen the prequel, you've seen this sequel too. The acting is very good, and the quips aplenty, but the idea is jaded and the plot as shallow as the kiddies' paddling pool. Recommended for those who haven't seen the excellent first film.

✪✪✪

RH

THE BIG PICTURE

20/20 Vision
(Certificate '15')
Stars: Kevin Bacon, Emily Longstreth



Nick (Kevin Bacon) is a director straight out of film school and into the 'big time' of trying to cut the grade when it comes to Hollywood breaks. Unfortunately, he finds out that to make it in the tough biz of film making, his friends and loves all have to take a definite back seat, as he falls over hurdles that he never even knew existed.

Now if this sounds like a completely crap idea for a film you might as well go rent out Rocky (insert number) and get yourself some popcorn.

The Big Picture is a very clever and amusing spoof of the Hollywood scene, and although you have to be on the ball at all times - its plot seems to dart from one small, seemingly insignificant scene to another - perseverance will reward you with many laughs, an enjoyable night, and a yearn to hire out another Martin Short movie (he appears here in a cameo).

✪✪✪✪

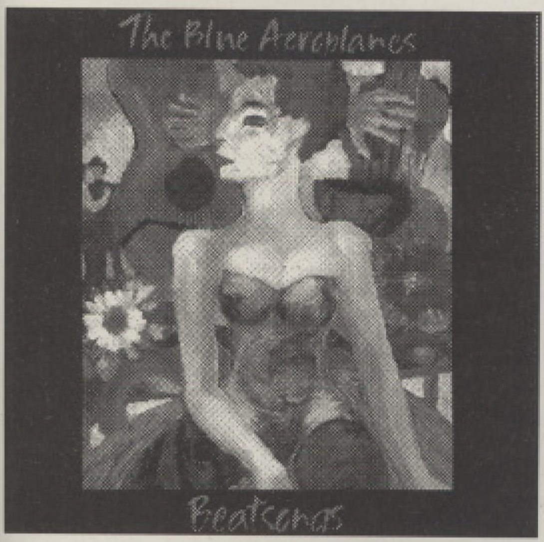
RH

MUSIC

BLUE AEROPLANES
Beatsongs (Chrysalis)

More cerebral guitar rock this time with the Blue Aeroplanes, possibly one of the most underrated groups of the last few years. Their melodic groove-fuelled rock songs have so nearly made it into the charts so many times.

Lead singer Gerard Langley fires forth a mass of poetic words and phrases as the rest of the band - and there's quite a few of them - back him with a barrage of guitars.



Some of the songs on this LP are rather quiet but most of 'em kick rock ass in the way that's best, many mean electric guitars in a mission to entertain.

The Blue Aeroplanes are low-flying, high-powered guitar musicians of pedigree, get Beatsongs and get ready for a pleasant flight.

✪✪✪✪

JD

FILM



SOAPDISH
(Certificate '12')
Stars: Sally Field, Kevin Kline, Whoopi Goldberg

American daytime TV is a trashy, low-budget affair, in general. 'The Sun Also Sets', the fictional, top-rated daytime soap in this film is no exception.

Sally Field plays Celeste Talbert, the show's longest-appearing and most popular actor, who has to put up with a life of last-minute script-changes and the most calculating bunch of off-screen detractors and rivals that you'll have seen for a while.

Even though head-scriptwriter Rose (Goldberg) is on her side, she still has to contend with the scheming of her co-stars and other writers, not to mention the sudden reappearance in the script of Jeffrey Anderson (Kline), although he was chucked out twenty years previously, at the instigation of Talbert's arch-rival co-star Montana Moorhead.

The film itself turns out to be something of a lame affair and, although amusing in parts, just doesn't add that much new to the genre of films/programmes about Soaps. Its funny turns include Talbert visiting shopping centres just for the boost to her ego of being recognised and the bizarre twist of a new (and immediately successful) actor's parentage.

Unfortunately, the ending seems to have been largely lifted from the classic Dustin Hoffman film Tootsie. And, sadly for Soapdish, Hoffman did it better.

✪✪✪

JD

SELL-THROUGH VIDS
Entertainment for you to keep, all around a tenner, ooo...



DEADLY FORCE
Polygram
(Certificate '18')
Stars: Wings Hauser

Well, there you go... Just when you thought that Return of The Swamp Thing was the worst 'recent' movie made, along comes Wings Hauser and his amazing performing twaddle and Deadly Force is born from a pile of steaming crap!

Serial killers seem to be all the rage at the moment (Silence of The Lambs, Henry - Portrait of a Serial Killer, et al) and the mysterious 'X'-man has appeared, mercilessly slaughtering all manner of people.

Thankfully (?) freelancer Wings Hauser is here to save the day, and in typical seventies (wah-wah guitar, fast American car chases) style he tracks the killer all over the gaff, and to be honest, who gives a chipolata?

1/2 (For the excellent haircuts)

RH

DOUBLE REVENGE
Polygram
(Certificate '18')
Stars: Leigh McCloskey, Joe Dallesandro

Another cheapo thriller that looks as if its been made for TV. That is, until the shooting scenes occur, and you realise where the entire budget was spent - on fake gore and blood, no doubt.

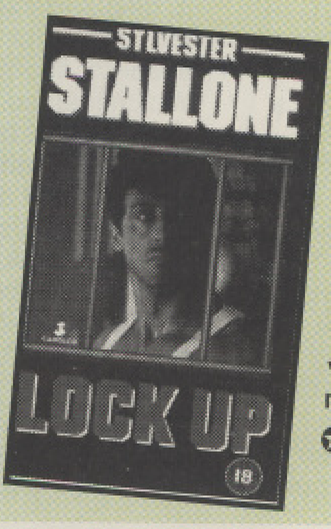
In a bank raid that goes wrong, the gunman's brother gets killed (thanks to a citizen), and 'ver citizen's wife gets a bullet suppository.

Now, both the fellows blame each other for their relative/spouse's demise and they go out to rip each other's testicles off. It's all reasonable fun, in a fairly average sort of way, and it might be best to wait for it to be shown on Sky.

✪✪

RH

LOCK UP
Polygram
(Certificate '18')
Stars: Sylvester Stallone, Donald Sutherland



Coo... A film we've all heard of, and to be honest, I saw this when it came out on rental. Also I must admit, I find it quite entertaining in a kind of "yeh, 'it 'im in the nuts" way!

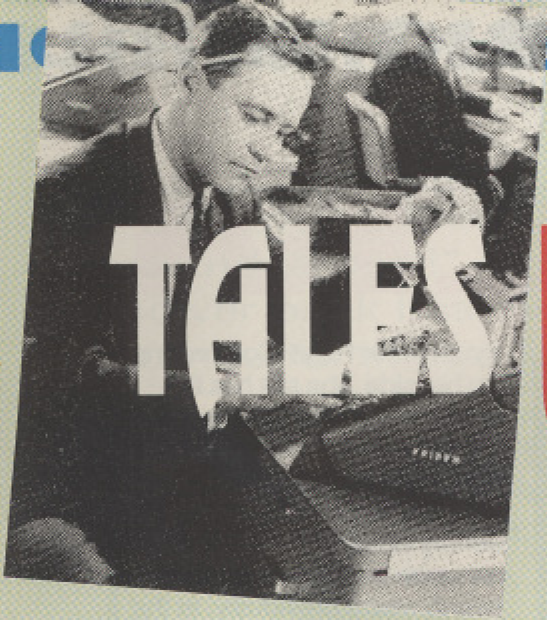
Stallone is a model prisoner (that doesn't mean he's made from wood - although some would say his acting is) and when he's transferred from an open prison to the harsh surroundings of Gateway - run by a Warden with a chip the size of several potatoes on his shoulder (Donald Sutherland) - things aren't quite so rosy.

The film, like a few that have graced us recently (An Innocent Man, Death Warrant, etc.), is not so much a tale of one man, more a look at the American prison system as a whole, and if such prisons exist, the acting here is extremely good.

Lock Up's a film that would be enjoyed by rampaging anti-prison activists, and lovers of Stallone violence-orientated movies alike.

✪✪✪✪

RH



TALES FROM THE SCRIPT II: THE REVENGE

Dynamic Dave Hughes casts his net over the film world from his office in the heart of London's cine-city.

FAIRY TALES

OF BATS, CATS AND RATS

What's up? Seems like only last month I was throwing together this spectrum of speculative speciousness (look it up, dude!). And – whaddya know – it was!

Reading between the schedules there's a lot going on, and although at the moment much of it seems to involve WOLVES, LAMBS or THIEVES, by the time you read this it'll mostly be bats, cats and rats.

Bats: the intriguing ADDAMS FAMILY movie – starring (as predicted in Tales a hundred years ago) Raul Julia (Gomez), Anjelica Huston (Morticia) and Christopher Lloyd (Uncle Fester, natch) – is all wrapped up and ready for Christmas. Based on the Charles Addams cartoons of the '30s and '40s (and later the American '50s TV series), THE ADDAMS FAMILY is likely to be a well-cast hoot...

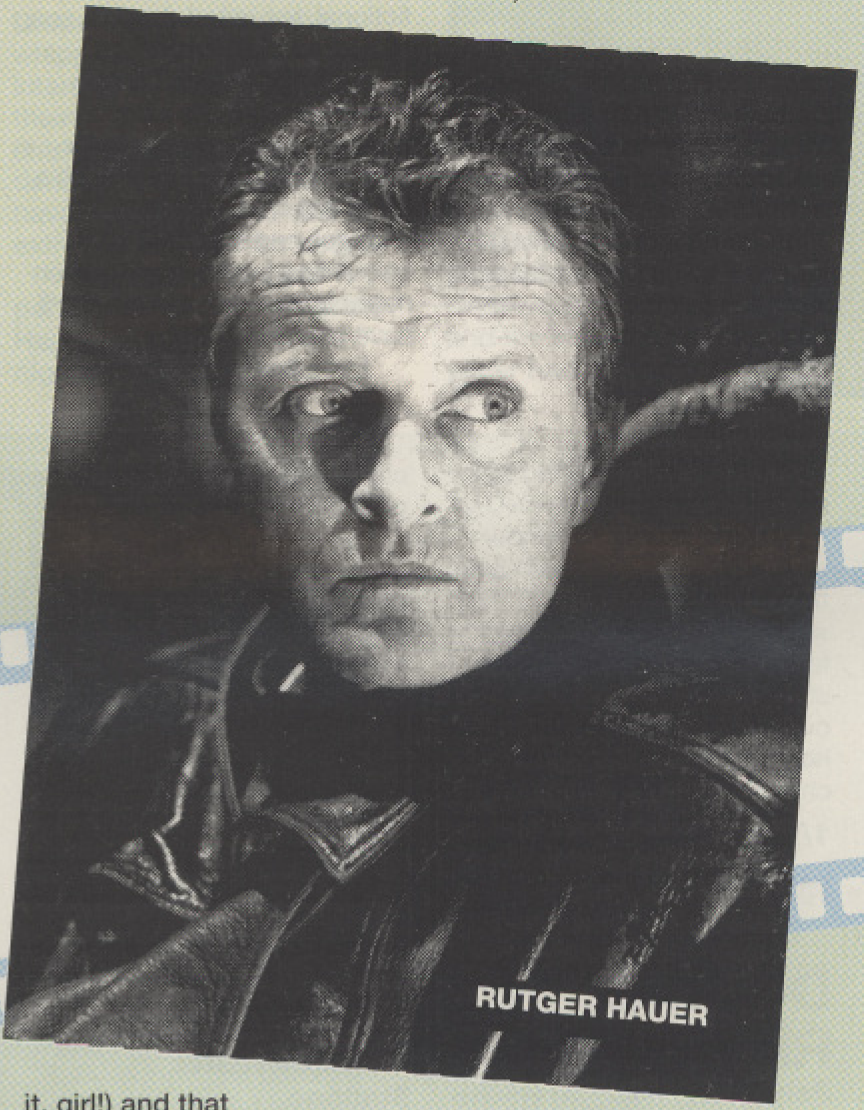
Cats: Annette Bening's careless pregnancy by Warren Beatty has lost her what would have been a classic role – Catwoman in BATMAN 2.

After a brief affair with Madonna and Cher, the tabs (tabloids to you, creep!) picked on Michelle "to die for" Pfeiffer for the role.

I sincerely hope it isn't true (you just ain't cut out for it, girl!) and that they'll wait for Annette or, as I suspect, choose Raquel Welch instead (now you really did read that here first!)...

Rats: (tenuous, but never mind) I spent a pleasant couple of days trudging through sewerage on the various London locations of the Rutger THE HITCHER Hauer/Kim MANNEQUIN Cattrall movie SPLIT SECOND.

Also starring BONNIE AND CLYDE's great character actor Michael J.Pollard (the man who gave Michael J.Fox the 'J.' in his name) as 'the rat-catcher', it's a glossy, gory SF thriller set in a flooded London in the year 2008, where a vicious dude is stealing people's hearts for fun (ha! sounds like me!).



RUTGER HAUER

SPLIT SECOND'll be around some time early next year.

SEQUEL AND DESTROY

The unprecedented success of TERMINATOR 2: JUDGMENT DAY has sent studios scurrying for sequel scripts again – most unthrilling.

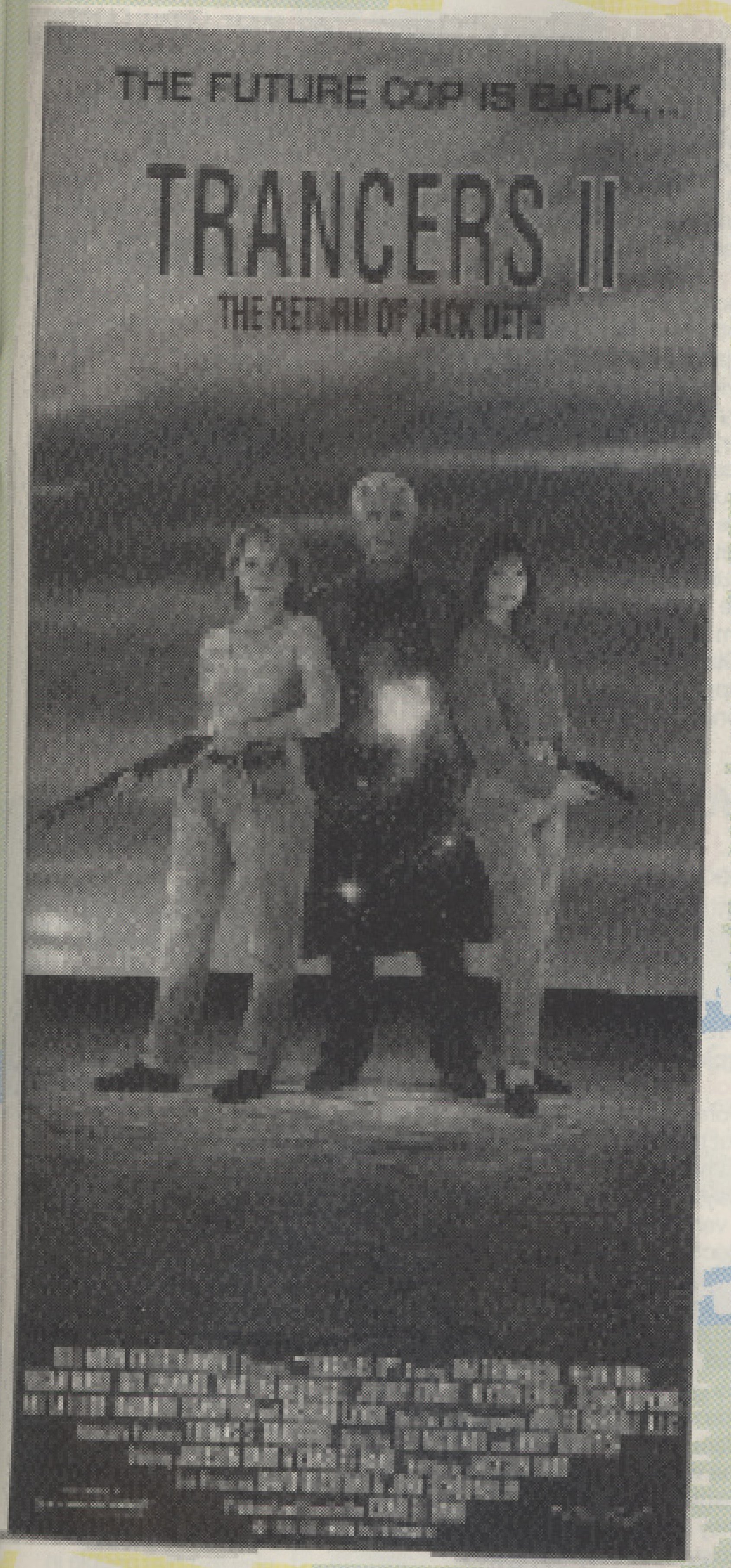
While THE OMEN IV: THE AWAKENING and PSYCHO IV: THE BEGINNING have both been trundled out for American TV, further instalments have been announced for a surfeit of other product. THE NAKED GUN 33 1/3: FOR THE RECORD will follow TRANCERS II and FANTASIA CONTINUED (an 'update' of the classic Disney feature) into production, while HIGHLANDER III: THE MAGICIAN (also predicted in Tales) has also got the green light.

Contrary to my Tales prediction, however, H3 will star Christopher Lambert, and will be set somewhere between the first HIGHLANDER and the appalling sequel – good move, if the script can pull it off.

Meanwhile, don't believe anything you read about T3 – director James Cameron's off to make THE CROWDED ROOM, a true story about a rapist with 24 different personalities, while Arnie's ready to make a big mistake with THE CRUSADES for Paul TOTAL RECALL Verhoeven.

Meanwhile, the mess that is ALIEN 3 is back in London this month for $20-25 million worth of re-shoots ("Hey, T2 did well, let's throw some more money at A3!") and I have some exclusive crew T-shirts to prove it!

Only £15 (inc.p&p), they're black with the ALIEN 3 logo on the front and an extremely rude word (a quote from the movie, I'm told) on the back (if you want one, send a cheque payable to M.Davies to 86 Upper Tollington Park, London N4 4NB)...



TRUTH OR DARE

Outrageous rumours about a movie version of The Eagle's DAN DARE strip, a reported $7 million production, are not to be believed – the production is for twelve half-hour TV programmes, not for a movie.

Casting is underway, with pretty-boy actors Nigel Havers, Rupert Everett and Jason Connery all favourites (while ugly-boy footballer, Paul 'Gazza' Gascoigne, also rumoured to be under consideration for the part, is least favourite, at least with me).

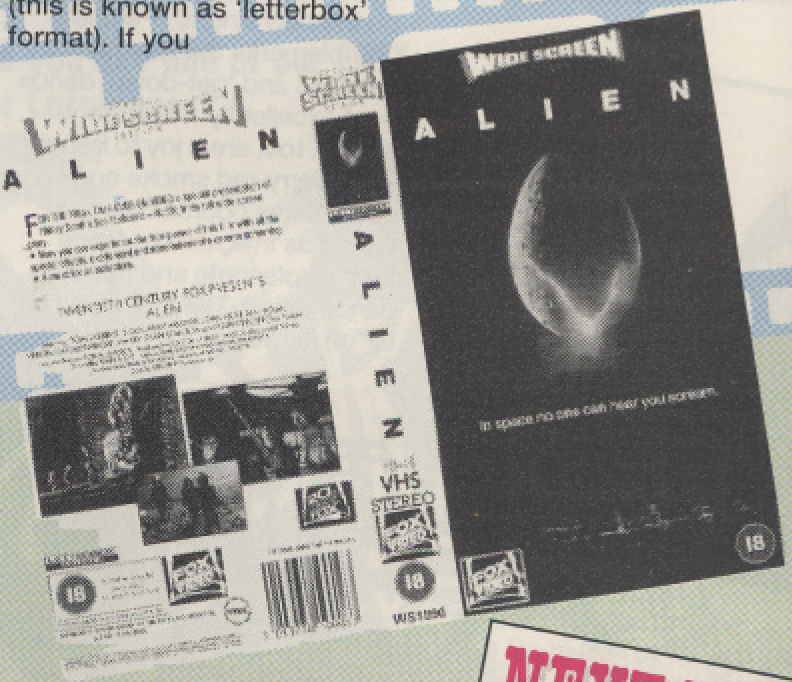
My money, for what it's worth, is on Jason Donovan – remember that.

VIDEO KILLED THE VIDEO STAR

So what else is new? Well, NICAM digital stereo's fairly new, I suppose. So is BONFIRE OF THE VANITIES, the first of my spiffy new Video Of The Months.

Rated a 'miss' on the big screen, Brian DePalma's dark adaptation of Tom Wolfe's best-selling novel – starring Tom Hanks, Bruce Willis, Melanie Griffith and Kim Cattrall (the latter a superb but grossly underrated performance) – actually works brilliantly on video and should be rented immediately.

Also on video (sell-through, this time) are the rather splendid 'widescreen' versions of big screen classics ALIEN, DIE HARD and the three STAR WARS movies. Usually when films are transferred to video, up to two thirds of the screen area is lost (compare the shape of your TV screen with that of a cinema and you'll see why), so you're only getting two thirds of the movie. With Fox's 'widescreen' releases, however, they've shrunk the whole screen area down to fit on a TV screen as a rectangle (this is known as 'letterbox' format). If you missed any of these at the cinema (like I did – I was only ten when ALIEN (X-rated) came out!), you'll never know how big they really were unless you buy these great tapes – highly recommended.



AUGUSTUS SIEZURE

A brief update on August's Tales...

THE NIGHT FLIER, THINNER and TALES FROM THE DARKSIDE: THE MOVIE II have joined the growing list of post-MISERY Stephen King adaptations scheduled...

I mistakenly identified Gale Ann Hurd as the director of NEAR DARK last month – the smart-asses who wrote and told me it was Kathryn Bigelow can eat my shorts...

The TWIN PEAKS movie, teased last issue, is off – unless, according to TV series co-producer Mark Frost, "the cast get a lot more desperate than they are now!".

Watch out for Kyle McClachlan's real-life squeeze (and Twin Peaks star) Lara Flynn Boyle in this fall's I-Was-A-Teenage-Gangster movie MOBSTERS...

ABSOLUTELY NO COMPETITION

And not this month, either. (You're rubbish! Ed.)

NEXT ISSUE

I'll be off the surf and on the case for more ludicrously inaccurate Tales (remember 'Christian Slater in HIGHLANDER 3', 'STAR TREK VI: VOYAGE INTO INFINITY' and 'Jack Nicholson is DRACULA'?

Ha ha. Ha ha ha ha ha – ahem! Well, don't believe everything you read in computer mags...

Later, dudes.

About this time last year, YC interviewed a little-known band from the Forest of Dean and said "you'll be seeing a lot more of them soon". That band were EMF - now with a stack of hits under their belts and a number one in America. Below, Jeff Davy looks at a few bands whose discs are grooving on the YC turntable and says...

THEY MIGHT BE GIANTS*

(*But then again, they might not, but they're pretty spiffy anyway)

NEW BANDS

(SO YA WANNA) DANCE

Dancefloor bands a beat ahead of the rest.



Slow Bongo Floyd

"I lived in a caravan for three years and a tent for six months to save money. There was one year when I ate nothing but baked beans every day. All so I could get a studio together." says Michael Jones, vocalist of up-coming dance-bods Slow Bongo Floyd, whose debut singles "Open up your heart" and "More than Jesus" are groovesome slices of pop/dance with a killer beat and plenty great guitars and the like. They take their cue not only from contemporary dance music but from the psychadelic (that's all swirly and colourful) music of the 60's. Their album, 'Brenda Salmons', should be around in September - look out for it!

Intastella

Intastella's press office describe the group as "a five piece freak scene, everything that's cool about trash, popniks primed and armed with fab ritzy street glam". At YC, we take that to mean that they're a bunch of dance-bods with a colourful sense of dress and humour. Stella herself is the singer and, on the new single, "People", complements the Beatles samples and 'get-down' dance beat excellently. Their stage shows, too, are a joy to behold - strawberry-red smoke and soap-flakes course over the crowd as Intastella let loose their wholesome and tuneful dance toons. They too have an LP on its way...

PERFECT POP

Bands that can craft the perfect chart-pop songs.

Candy Skins

You will have come across the Candy Skins in July's YC, where they were billed as offering "no-nonsense guitary songs like The Stone Roses or even 60's bands such as The Monkees". And they do, especially on their LP which should be out now. Recently they got into trouble with the well-paid lawyers of the Rolling Stones, who wanted to see 'em in court over a sample of the Stones' "Satisfaction" in the Candy Skins' rather great cover version of an old 60's Buffalo Springfield song. The case continues!



Poppy Factory

The 'Fabulous Beast' EP is the third from Bradford's Poppy Factory, a group whose lead singer and guitarist Jock Cotton wears Polka-dot pyjamas on stage! Apart from plying a brand of perfect keyboard-and-guitar pop, when they play live they decorate the area around themselves with futuristic sculptures made from bits of metal and papier-mache that are made by some odd sculptor-friends of theirs. Songs like "7x7" (which samples 60's film star Albert Finney) and "Stars" which has swathes of trippy guitar are truly chart-pop songs for the 90's.

HOT ROCKERS

People with a little more gritty, loud, rock meat to their sound.

Teenage Fanclub

"Probably the best Scottish group since... the Bay City Rollers" (dodgy 70's group that wore Tartan flares), it says here, but then Press Officers always do have wild imaginations! Either way, Teenage Fanclub do have a very good way of using their electric guitars (which are connected to enough effects pedals that make their sound extra-hot/grungy/ loud, etc.) to craft ace rock songs. They lift you up and slam you to the wall, inspired as they are by noisy American rock bands of the 80's. If you like your music flavoured with extra rock power, get a load of TFC.



Blue Aeroplanes

What can you say about an eight member rock band who have a mighty barrage of electric guitars and have a dancer amongst their number? A dancer that jumps onto and swings from anything in sight? Their lead singer, Gerard Langley (who wears cool-dude sunglasses ALL the time), is more of a lead-poet, belting forth a stream of words and phrases. It's unlike any band you'll have heard before. Couple that with a brilliant rock guitar sound and you've got one of the best rawk-'n'-roll bands on the planet, and no mistaking.

MINDBLOWERS

Obscure, mind-frying guitar sounds, not for Vanilla Ice fans!

Spitfire

"It's not the car. It's not the plane. It's the attitude." say Spitfire, musicians with an attitude formed by listening to too much 60's and 70's rock music, like that of Jimi Hendrix, and watching too much trashy TV, like Starsky and Hutch and The Six Billion Dollar Man - they do a version of the latter's theme tune! So their compositions are a heady brew of wah-wah guitar and heavy throb, an experience not to be passed up. "We are easily one of the more talented bands around at the moment." they conclude, modestly.



Chapterhouse

Lastly, but not leastly, we come to Chapterhouse, a set of long-fringed songsters who already play to 1,500 people in London and who produce swirling maelstroms of effects-pedal-driven sound with mean, almost dancey, beats beneath. Their album, 'Whirlpool', is full of such tunes, each one a minor classic in its own right. They like to put on impressive stage-shows aswell, full of smoke and flashing lights that really make the music go down great. There are many people who sound similar to them, but only a few that sound as good.

Lineage: 58p per word. (+VAT)
Semi display: £11.50 plus VAT per single column centimetre minimum 2cm. Ring for information on series bookings/discounts.

All advertisements in this section must be prepaid.
Advertisements are accepted subject to the terms and conditions printed on the advertisement rate card (available on request).

0908 569819

Send your requirements to:
YC CLASSIFIED DEPARTMENT, ALPHAVITE PUBLICATIONS LTD., 20 POTTERS LANE, KILN FARM, MILTON KEYNES, MK11 3HF.

DEALERS

Tel: (0903) 210861

Stockists of:
Amiga A500, A2000,
Amstrad, Atari, Star, Psion and Sega
Wide range of 16Bit
Software & Peripherals
Over 2000 Software items in stock

Worthing Computer Centre,
7 Warwick Street, Worthing
West Sussex BN11 3DF
Fax: (0903) 32767

REPAIRS

REPAIRS

C64, C+4 .... £30. inc.
C128. 1541 .... £40. inc.
Amiga A500 .... P.O.A.

Three month warranty, 1 week turnaround

SPARES

906114	£9.30	8501	£11.75
6510	£11.50	8580	£14.50
6526	£11.95	C64 Dust Cover	£4.99
6581	£14.95	C64 Cassette unit	£22.00
6569	£19.95	C64 Power Pack	£22.00
901227	£11.95	901229	£11.95

Inc. VAT and P&P. SAE for full list.

OASIS COMPUTER SERVICES
Dept 4C. 14 Ridgeway Road,
Salisbury, Wiltshire, SP1 3BU
Tel:(0722) 335061

REPAIRS & SPARES

HEATH COMPUTERS SALES + REPAIRS + SPARES.
EST 1984 021 707 7160

SPARES

6510	CPU	13.50
6526	CIA	13.50
6581	SID	15.00
6569	VIC	25.50
Kernal ROM		14.25
Basic ROM		13.20
Char ROM		10.25
PLA		10.75
8501 CPU		14.20
Specky K/B Membr.		15.00
Amstrad SPARES		POA
AMIGA SPARES		POA
CBM 128 SPARES		POA
Sinclair SPARES		POA
CBN Cassette Deck		29.75

REPAIRS

CBM 64	35.00
CBM 16	35.00
CBM +4	35.00
CBM 128	45.00
CBM 1541	35.00
CBM PRINTERS	35.00
PCW Daisy Wheel	45.00
AMSTRAD CPC	35.00
BBC B	40.00
SPECTRUM 48K/48+	25.00
SPECTRUM 128/+2	25.00
AMIGA A500	50.00

ANY OTHERS PHONE

SPECIAL OFFERS

NEW AMIGA A500 KEYBOARDS ONLY
£80.00 inc

AMIGA INTERNAL DRIVE REPLACEMENT
ONLY £95.00
JUST SEND AMIGA WITH CHEQUE.

ALL PRICES INCLUDE VAT & P&P
REPAIRS 24 HR TURNAROUND
3 MONTHS WARRANTY
PLEASE INCLUDE FAULT DESCRIPTION

OFFICE 10,
I-MEX HOUSE,
KINGS ROAD, TYSELEY
BIRMINGHAM, B11 2AG.

SOFTWARE

Learn assembler language with this collection of programs. Cassette £6.00, Disk £8.00. David Dalby, 12 Carlton Towers, Leeds LS7 1EU.

SPECIAL OFFERS

C64/128 software must sell! 100s of games from only 75p send SAE: Softsale, 13 Raleigh Way, Thetford, Norfolk IP24 2JS

CLASSIFIED COUPON

ALL CLASSIFIED ADVERTISEMENTS MUST BE PRE-PAID.
THERE ARE NO REIMBURSEMENTS FOR CANCELLATIONS.

YC CLASSIFIED DEPARTMENT, ALPHAVITE PUBLICATIONS,
20 POTTERS LANE, KILN FARM, MILTON KEYNES, MK11 3HF.

RATES:Lineage 58p per word (+VAT). Semi-display: £11.50 (+VAT) per single column cm minimum size 2cm. Series discounts available.

I enclose my Cheque/Postal Order for £................for ....insertions, made payable to Alphavite Publications.
(Delete as necessary)

PLEASE DEBIT MY ACCESS/VISA CARD NO.:

EXP. DATE:..

£.................................FOR.........................INSERTIONS

Name:..

Address:...

....Post Code:.........................

Daytime Tel No.: ....

Signature: ....Date:.....................................

❑ FOR SALE ❑ SOFTWARE ❑ SPECIAL OFFERS ❑ OTHER

EDUCATIONAL SOFTWARE

BACK TO SCHOOL

Your computer is the only teacher which YOU CONTROL!

Whatever your age, whatever your subject – let your computer help you learn.

Subjects include ...

French, German, Spanish, Italian, English
History, Geography, Science, General Knowledge,
Football, First Aid, Sport, England, Scotland,
Natural History, Junior Spelling and Arithmetic

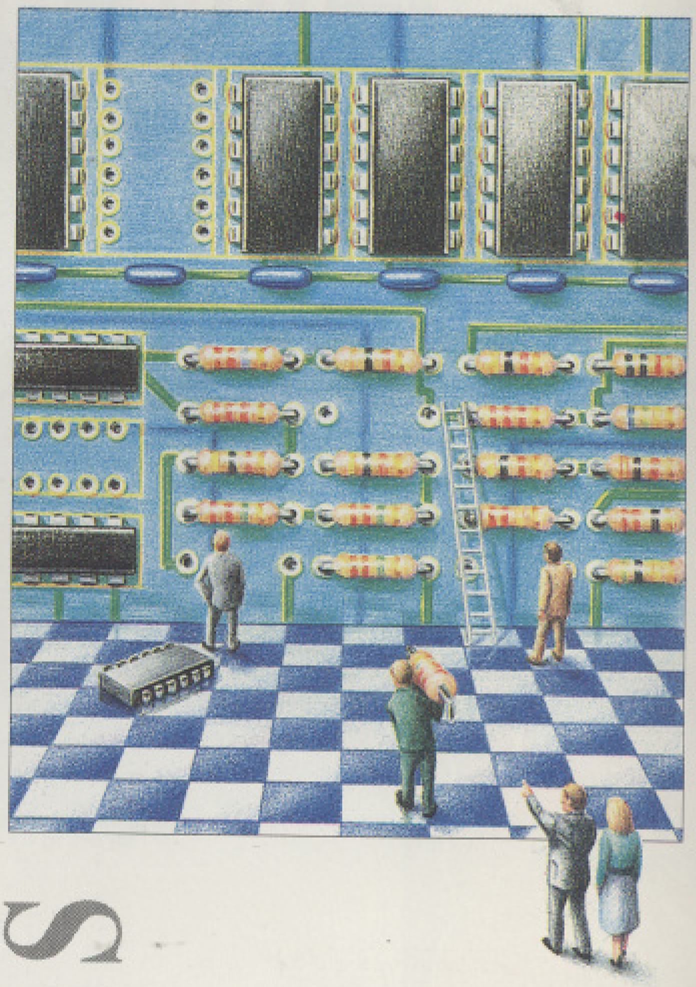
Available for most popular home & business computers

Kosmos are specialist producers of Educational Software designed to help you enjoy learning from your computer. Our programs even allow you to add your own lesson material.

Write or telephone for a FREE 20-page BROCHURE of our Educational & Leisure software
Please state your computer type

Kosmos Software Ltd, FREEPOST (no stamp needed)
DUNSTABLE, Beds. LU5 6BR
Telephone 05255 3942 or 5406

C64 Repairs



If something is wrong with your Amiga 500 or C64, who better to turn to than the National Repair Centre.

For All repairs to your computer, one low payment covers diagnosis, repair (including parts and labour) and delivery back to you.

The experience and expertise of our technicians ensures that your computer is repaired to a high standard at a low cost. And each repair will be carried out within 12 working days!

To schedule a repair, simply call Michelle or Julie on 0733 391234.

Please be ready to give your name, address, computer type, serial number and the type of fault.

The cost is £57.45 for an Amiga 500 and £47.45 for a C64. Payment can be made by cheque, postal order or credit card.

VISA

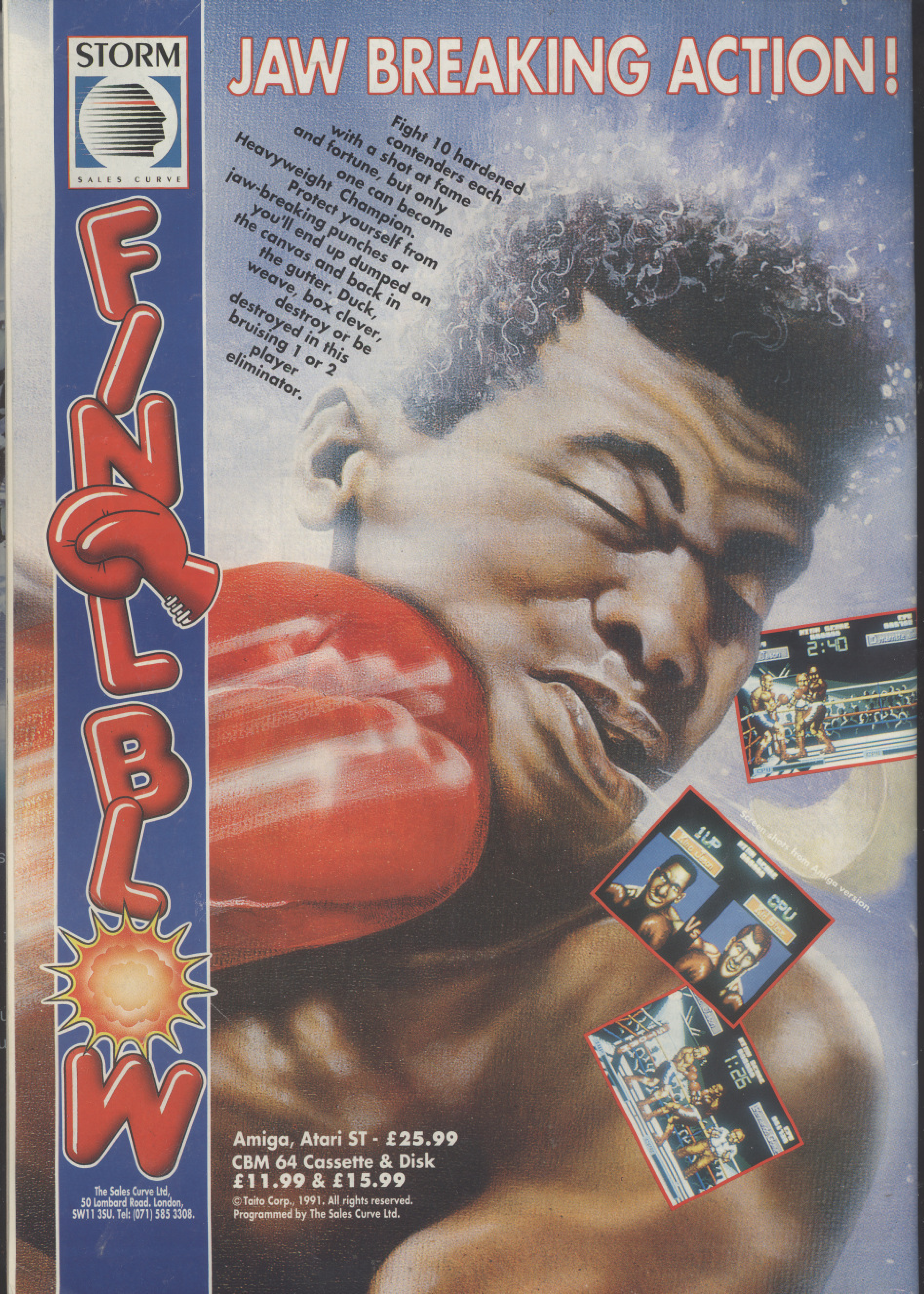
C64 REPAIRS



National Repair Centre
0733 391234

FMG House
Newcombe Way, Orton Southgate
Peterborough PE2 0SF

£47.45 COVERS ANY C64 REPAIRS



STORM
SALES CURVE
JAW BREAKING ACTION!
FINAL BLOW
Fight 10 hardened contenders each with a shot at fame and fortune, but only one can become Heavyweight Champion. Protect yourself from jaw-breaking punches or you'll end up dumped on the canvas and back in the gutter. Duck, weave, box clever, destroy or be destroyed in this bruising 1 or 2 player eliminator.
Screen shots from Amiga version.
Amiga, Atari ST - £25.99
CBM 64 Cassette & Disk
£11.99 & £15.99
©Taito Corp., 1991. All rights reserved.
Programmed by The Sales Curve Ltd.
The Sales Curve Ltd,
50 Lombard Road, London,
SW11 3SU. Tel: (071) 585 3308.